

# ATARI INTERFACE

VOLUME 2  
NUMBER 9  
Sept. 1990

\$2.95 US  
\$3.50 Canadian

**Big Mac Attack**

**Atari Bashing: Computer  
Buyer's Guide**

**Right on Target by  
Dave Plotkin**

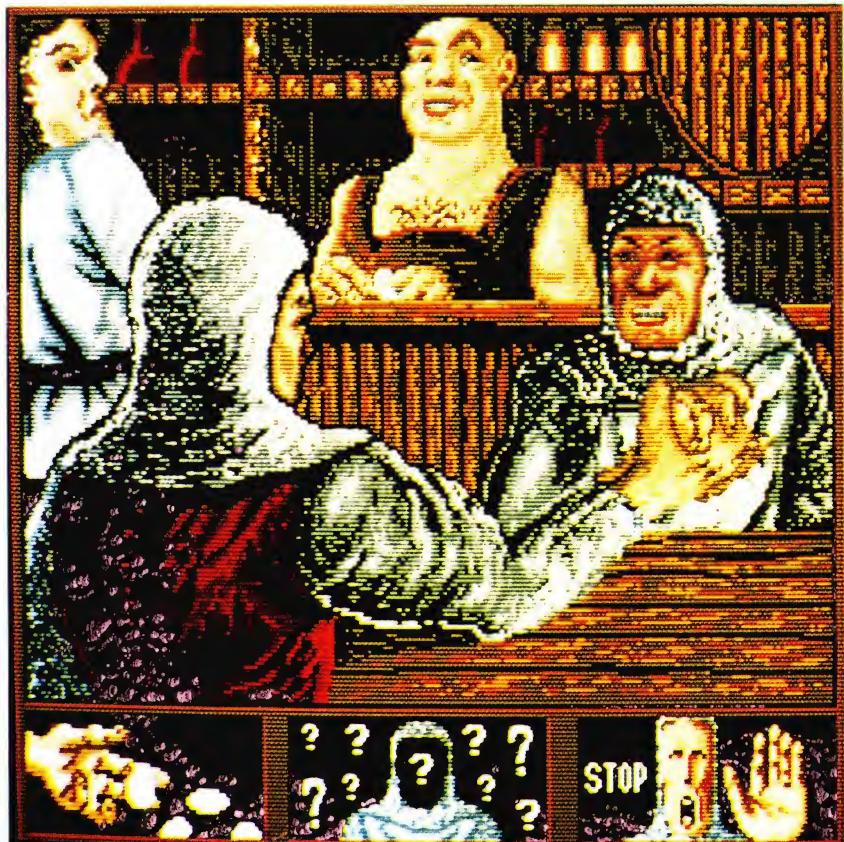
**Nightmare on Lawrence  
Street, Part 2**

**Piracy in Pennsylvania  
Pirates—An Alternative  
Viewpoint**

**Screen Drawing Program #2  
Diverting Screen Directed  
Text**

**Reviews of**  
**Tracker ST**  
**WordFlair**

*and MORE...*



## IRON LORD



09

**D & P Computer Supply**  
**P.O. Box 811**  
**Elyria, Ohio 44036**  
**800-535-4290**  
**Tech & Info 216-926-3842**  
**9AM- 9PM EST**

**Ordering Info:** Visa, MasterCard or COD. No personal Checks  
 No surcharge for credit cards. COD add \$3.50  
 Ohio residents add 5.5% state tax  
**Shipping Info:** Free shipping on Orders over \$100, in the  
 continental USA. We ship UPS..  
 International: Actual freight.

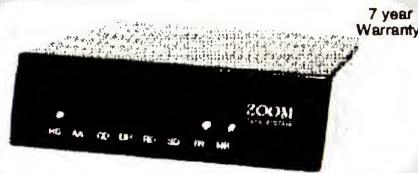


### Modems



Supra 2400  
\$114.95

6Ft cable  
\$7.00



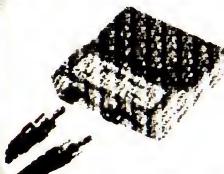
Zoom 2400  
109.95



### Floppy Drives

Master 3S 3.5" double sided- \$139  
 Master 5S 5.25" double sided- \$205

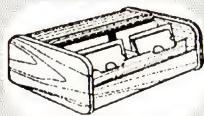
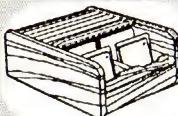
MFD1080 Switchable 3.5" & 5.25"- \$315



**DVT-VCR HD Backup System**  
 Use your VCR to back up HD.  
**\$145**

### Teakwood Disk Cases

3.5"- 90disks- \$26.95  
 3.5"- 135disks- \$38.95  
 5.25"- 120disks- \$42.95



### CUSTOM DESIGN

The only enclosures we know of that has the on/off switch up front, where it belongs, and a removable power cord, the others don't! To make a good thing better we even made the front switch illuminated.

### HD & 44meg removable SQ555

50 HD 40msec & 44 - \$1199

50HD 28msec & 44 - \$1219

85HD 24msec & 44 - \$1299

### Monster Hard Drives

150meg 28msec (tri-50's) - \$1250

222megs 15msec (dual 111) - \$1811

284megs 15msec (dual 142) - \$2267

344 megs 15msec (dual 177) - \$2663

other combinations available

### Memory Upgrades

Z-Ram - Uses one meg chips, upgrade to 2.5 or 4 megs.  
**\$105** Board w/chips  
 2.5Mega- \$249 4 Mega- \$393

Z-Ram/2.5- For use with 520 ST, Up to 2.5Megs.  
**\$100** Board w/chips  
 2.5Mega- \$244

Z-Ram/Mega II- Upgrades Mega II to 4Mega  
**\$119** Board w/chips- \$263

256K120ns Chips  
**\$2.50 ea**

1Meg 80ns Chips  
**\$9.ea** call prices change

Discovery Cartridge (option 0) - \$135

ICD Host Advantage Plus - \$94.77

ICD Host Advantage (no clock) - \$84.77

50pin SCSI drive cable 18" - \$10

Turbo16 Accelerator - \$257

Spectre GCR(cart)- \$215 Roms- \$125

PC Speed (Michtron Version) - \$339

ST-Time (under rom clock) - \$43

Vidi ST (cart) - \$139

Supercharger W/1Meg (IBM emulator) - \$439

Supercharger external power supply - \$26.95

Math Coprocessor for Supercharger - \$149.95

Omniswitch - \$79

Acer Multisynch Monitor - \$439



Migraph Hand Scanner  
 W/ Touchup- \$389

STAR NX1000II- 9 PIN PRINTER

**\$169.60**

STAR NX2410- 24 PIN PRINTER

**\$290**

HEWLETT PACKARD DESKJET

**\$599**

HEWLETT PACKARD DESKJET +

**\$699**



### D & P HARD DRIVES

Complete hard drive systems, using seagate SCSI drives , ICD host adaptor & software.

20 MEG 40MS- \$489

20 MEG 28MS- \$513

30 MEG 40MS- \$532

30 MEG 28MS- \$546

50 MEG 40MS- \$556

50 MEG 28MS- \$584

65 MEG 28MS- \$655

85 MEG 28MS- \$694

SYQUEST 44MEG REMOVABLE- \$835

SQ555 Drive & 1 cart -\$625 carts-\$85

### Monitor Stand & Power Center

5 Switched outlets with EMI/RFI surge protection.Tilt monitor stand base.

**\$45.95**



### Practical Solutions



Monitor Master  
**\$32**



Drive Master  
**\$32**

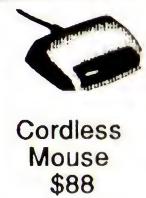


Mouse  
**Master \$26**

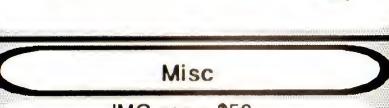


Video Key  
**\$65**

Tweety Board- \$37



Cordless  
 Mouse  
**\$88**



### Misc

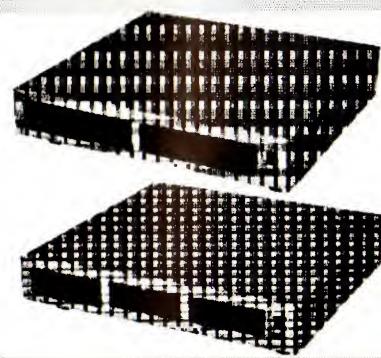
IMG scan- \$58  
 Drive Extension Cable 6 Ft- \$16.50  
 Printer or Modem Cable 6 Ft- \$7  
 Universal Printer Stand - \$13  
 Monitor Stand (adjustable) -\$14

HD enclosures sold separately!

Dual monitor hold dual 5.25" or 3.5"

Tri monitor holds 3 - 3.5"

all cases \$119.95



# DISCOVER THE 4TH DIMENSION

*Explore computer imaging and animation in time and space.*

**“PHASE-4”™** opens a universe in which you actually cut, copy and paste time itself. View your solid 3D objects in the past, present and future from any point in space/time simultaneously, cyclic polymorphic-transformation without point and face limitations.

**“PHASE-4”™** a new modular Program Platform for the ST which totally eliminates the need for program control codes like those required for animation using such programs as Cyber Control™ from ANTIC™. “PHASE-4”™ is fully mouse and tablet driven programming system with keyboard support.

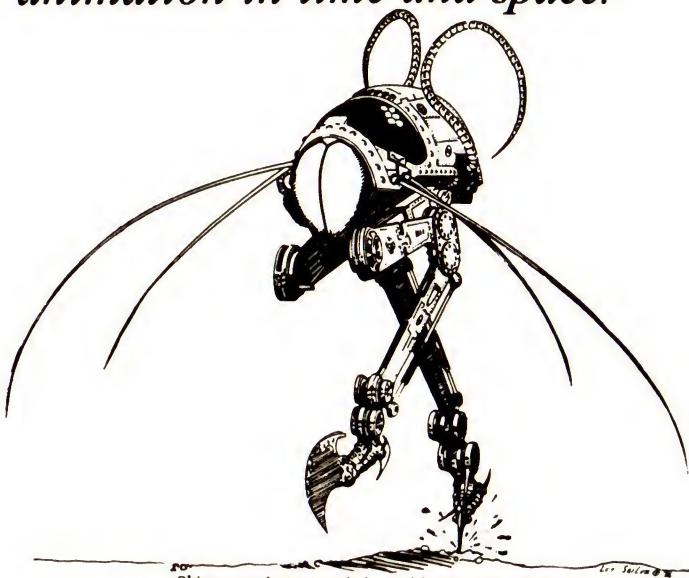
**“PHASE-4”™** Modular system consists of 4 modular segments each independent yet, fully compatible with the others. Used independently, each module is a powerful package of programs, applications and accessories. When combined these modular segments form the most advanced and flexible Motion Control and solid object animation system available for the ATARI ST™.

**“PHASE-4”™** ROSETTA-3D Translator/Viewer.

**“PHASE-4”™** CHRONOS Keyframe Animation Studio.

**“PHASE-4”™** PRISM Rendering Package.

**“PHASE-4”™** KINETICS Player Package.



Object complexity is only limited by your imagination.  
Can you create CAD objects like this one? We do it all the time using “PHASE-4”™

## ROSETTA-3D

Just as the original ROSETTA STONE allowed scholars to decipher the secrets of Egyptian hieroglyphics and translate them into other languages, ROSETTA-3D allows you to translate a wide variety of the most popular CAD, animation, and rendering formats. Files created by ROSETTA-3D can be transported to many different computer systems and modeling programs or may be sent to remote rendering services capable of creating photo realistic quality images for commercial use. You are no longer confined to the limits of one machine or your current animation software.

### ROSETTA-3D FEATURES: Eight Three-Dimensional Modeling/Rendering Formats Supported.

#### File Translation:

Direct translation from one format to another format. Translate objects which are too large to animate on your system. File size not limited by system memory size.

#### Import and/or Exports:

- AutoCAD Release 10 ASCII (DXF), Binary (DXB) for the IBM and Macintosh.
- CAD-3D Version 1.0 (3D) and Version 2.0 (3D2).
- PHASE-4 Animation Libraries (LIB).
- Sculpt-3D for the Macintosh and Amiga.
- Swivel-3D for the Macintosh.
- ... and output of P.I.X.A.R.'s Renderman RIB files!

#### Animation Capabilities:

- Fast Depth-Cue “Point Cloud” mode, for real-time playback of extremely large objects.
- High speed wire frame and depth-cue wire frame modes.
- Several solid-polygon modes.

## ROSETTA-3D

is much more than just a file translator, it is also a draft animation package. It allows you to quickly create and preview an object file you wish to animate in “PHASE-4”™ CHRONOS motion control program, from any format that you select using the fastest wire frame and solid-polygon render available for the Atari ST™. ROSETTA-3D's simple point and click animation system features a unique three dimensional “object-marker” which enables you to design animation story boards for waiting clients in a matter of seconds. **Price \$59.95**

#### Object limitations:

- Any combination of 65,000 vertices and faces per object.
- Total number and size of objects limited by memory size only.
- Animate objects with over 15,000 vertices and 30,000 faces on 1Meg systems.
- ROSETTA-3D expands ANTIC™'s original 3D universe in all directions to more than 400 times its original size.

#### DISK, FILE, and FOLDER Management Supported.

#### “PHASE-4’s (ADEPT) Supported.

#### FUTURE FEATURES INCLUDED IN THE FORTHCOMING PROFESSIONAL PACKAGE.

- ATARI TT/68030 VERSION.
- PARSEC GRAPHICS +™68 SYSTEM (INCLUDING 8768 UPGRADE).
- SPECIAL 50MHz TI3+010 version running at 6.25 MIP's with the standard 8MHz 68000 running in parallel.

## PRISM-AGE

*(Photo realistic Rendering Interpreter for Solid Modeling in Advanced Graphic Environments)*

PRISM-AGE 1.0 is a powerful drawing program that runs in all ATARI resolutions plus 1024x768 4096 color mode. Not only will you find many of the features expected in a drawing program (such as boxes, circles, ellipses, area fills, cut, copy and paste, (with fine pixel editing), but also explores some rather unique areas of its own! One of the more interesting areas of PRISM-AGE is that it uses PRISM-GTE

(Graphics Tablet Environment) which supports the new Cal-Comp graphics tablet in four resolutions. Another feature of PRISM-AGE is that it uses all of the computer's memory to support multiple picture buffers. This can range from approximately eight buffers on a 520ST to over 110 buffers on the MEGA4 ST, which allows the creation of animations using the built-in slide-show features.

When used in combination with other PHASE-4™ programs PRISM-AGE takes full advantage of ADEPT\* and the Image Systems ISAC High-Res color board. **Price \$49.95**

## PRISM-GTE

*(Graphics Tablet Environment)*

PRISM-GTE is a fully functional graphics tablet environment designed to be used with all “PHASE-4”™ programs. This feature is embedded in all programs and available as a stand-alone program which can be used with most well-behaved ATARI programs. **Price \$29.95 if ordered separately.**

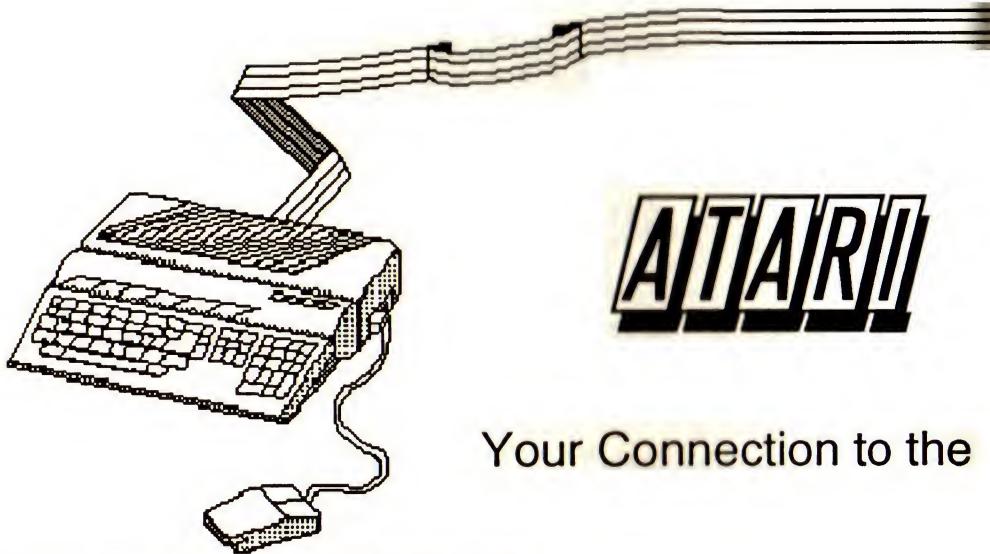
## ADEPT

*\*(Application Data Exchange Protocol)*

Allows any “PHASE-4”™ program to utilize the features of another program while also sharing data and limited resources (such as memory and peripherals) in a multitasking or single application environment. (ADEPT imbedded in all “PHASE-4”™ programs.)

For more information write or call Lexicor Software Corp., 58 Redwood Rd., Fairfax, CA 94930. (415) 453-0271. Dealer inquiries welcome.

“WATCH THIS SPACE FOR MORE NEWS ABOUT “PHASE-4”™



## Volume 2

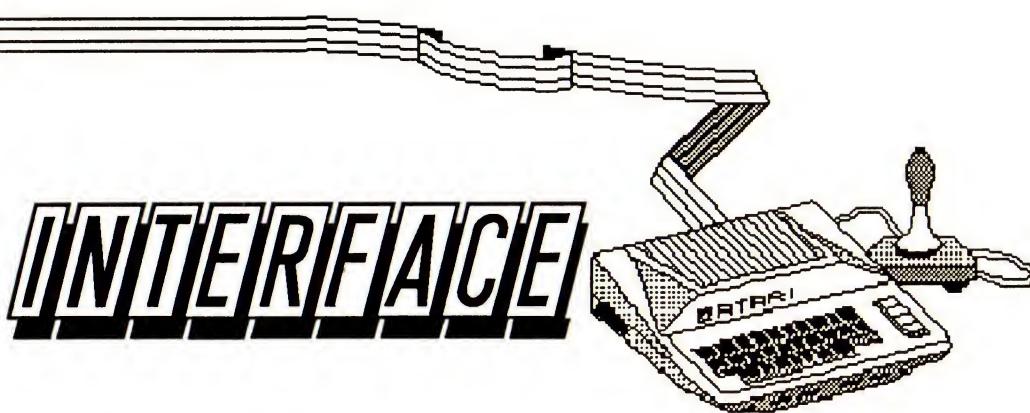
Your Connection to the

## FEATURE ARTICLES

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Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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## Atari Users Community

Number 9

### **PARTICIPATING ATARI USER GROUPS**

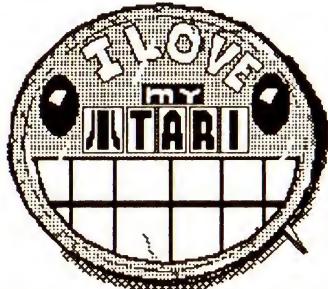
<b>ABLE</b>	Winter Park, FL	<b>MACE</b>	Southfield, MI	<b>STAG</b>	Saginaw, MI
<b>ACCD</b>	Denver, CO	<b>MAUG</b>	Ontario, OH	<b>STANCE</b>	Lyndhurst, OH
<b>ACCT</b>	Toledo, OH	<b>MGAUG</b>	Warner Robins, GA	<b>STAR</b>	Atlanta, GA
<b>ACORN</b>	Rochester, NY	<b>NAUG</b>	Nashville, TN	<b>StarFleet</b>	Denver, CO
<b>Atari Federation</b>	Vandenburg AFB, CA	<b>O-ACES</b>	Omaha, NE	<b>STig</b>	Denver, CO
<b>BACE</b>	Birmingham, AL	<b>PACE</b>	Duluth, MN	<b>SVACE</b>	Salinas, CA
<b>BRACE</b>	Lexington, KY	<b>PHAST</b>	Phoenix, AZ	<b>SWAG</b>	Vancouver, WA
<b>BRAG ST</b>	Buffalo, NY	<b>P3ACE</b>	Colorado Springs, CO	<b>TACE</b>	Midwest City, OK
<b>CACE</b>	Jackson, MI	<b>RACC</b>	Rockford, IL	<b>UNYACE</b>	Vestal, NY
<b>CCCC</b>	Bristol, CT	<b>RACE</b>	Rapid City, SD	<b>Ventura-RAM</b>	Camarillo, CA
<b>CDACC</b>	Camden-Wyoming, DE	<b>SAGE</b>	Erie, PA	<b>WACO</b>	North Huntingdon, PA
<b>CDACE</b>	Albany, NY	<b>SEVAC</b>	Chandler, AZ	<b>WAUG</b>	Ann Arbor, MI
<b>COAC</b>	Bend, OR	<b>SPACE</b>	Harrisburgh, PA	<b>WNYAUG</b>	Buffalo, NY
<b>CUSTUG</b>	Champaign-Urbana, IL	<b>ST Club of El Paso</b>	El Paso, TX		
<b>FACCS</b>	Spokane, WA				
<b>GKAUG</b>	Kalamazoo, MI				
<b>GRASS</b>	Grand Rapids, MI				
<b>GTAUG</b>	Beaumont, TX				
<b>HACE</b>	Houston, TX				
<b>JACS</b>	Clementon, NJ				
<b>LACE</b>	Roy, UT				
<b>LBACE</b>	Long Beach, CA				

#### On the Cover

Iron Lord screen shot courtesy  
Electronic Arts.

Managing Editor: Patricia Snyder-Ray  
Editor: Bill Ray  
Photographer: Patricia Snyder-Ray  
Artwork: Migraph, Steve Volker

AIM is produced on a 4 Meg Atari STe, HP  
Laserjet II with PacificPage Postscript cartridge  
and PageStream



# ATARI BULLETIN BOARD

by Bill & Pattie Rayl

## News from Atari Corp.

With the recent announcement of Elie Kenan being brought in from Atari France to take over as head of Atari North America, Atari employees and users are hoping to see a revitalization of the US market.

Under Kenan's command, Atari headquarters may soon move from Sunnyvale. Places under consideration are rumored to be Boston or Toronto. Although no official decision to move has been announced, sources at Atari have indicated that it is definitely within Elie Kenan's power to move Atari HQ if he so decides.

A meeting in Sunnyvale of the heads of the international Atari divisions was concluded in mid-July, following closely on Elie Kenan's "fact finding" mission at Atari US and Canada facilities. Discussions reportedly included reorganizational plans for various divisions, including Atari US.

The STe is now available at local Atari dealers across the US. The machines were shipped without TOS 1.62 that supposedly fixed a TOS 1.6 problem with booting in medium resolution. Worse, there have been reports appearing from England, Canada and now the US that some STe machines are "trashing" hard drives. It seems a fair number of the computers have some sort of DMA problem that is causing bad data to be written to hard drives. The problem has not been resolved as of this writing.

Reports that the TT will be shipped as a 32 MHz machine ra-

ther than 16 MHz have been released by a number of sources, including Atari Switzerland and Atari Norway. Direct conversations with dealers in Canada indicate they expect a 32 MHz version of the TT as well.

Bob Brodie from Atari posted a message "direct from Sam Tramiel" that the TT will be a 16 MHz machine. Since the TT is expected to be available in Canadian stores by fall and shortly thereafter in the US, we shouldn't have to wait long to find out.

Charles Cherry has resigned from his position of ST-TT Applications Manager. According to Antonio Salerno, "Charles has left to pursue an opportunity to be a consultant, and Atari Corp. wishes him our very best for continued success in his career." Charles came to Atari in fall of last year after leaving his position as head of Antic Software.

## WOA Fax Scandal

A phony fax supposedly from Bob Brodie was recently sent to various Atari developers asking them to boycott the upcoming San Jose World of Atari Show.

The fax, which reportedly has a number of un-Brodie-like typos and misspellings, seems to have been sent to accomplish three things:

- 1) To get Bob Brodie in trouble
- 2) To make developers sign up for the WOA show, which seems to be lacking the strong support other WOA shows have had from developers and Atari
- 3) To determine if Dave Small ceased writing for ST World. It seems Dave has not had an article in recent issues. The fax

message brags that Dave Small is no longer writing for ST World. Dave has stated online that he had no intention to stop writing for the magazine, just that he had been extremely busy lately.

## Developer News

CodeHead Software has released two new programs, LookIt! and PopIt! Billed as "The ultimate ST file viewer/binary editor," LookIt! features the ability to edit up to 32 files in memory simultaneously and an "innovative Mac-like user interface." PopIt! lets you assign "hot keys" to desk accessories so you can call up any DA with the touch of a key...sort of HotWire for your accessories! The package includes both programs and retails for \$39.95. CodeHead Software, PO Box 74090, Los Angeles, CA 90004 (213) 386-5735.

Gribnif has announced a major upgrade to their popular NeoDesk. NeoDesk 3.0 can display icons and text simultaneously in different windows, has a new full-featured icon editor, supports low resolution color and lots more.

From the list of features and look of the program, going from NeoDesk 2.0 to 3.0 is going to be as much of an improvement as it was to go from the plain ST desktop to NeoDesk! This upgrade should be shipping soon, and a newsletter will be sent to registered owners of earlier versions. Gribnif Software, PO Box 350, Hadley, MA 01035 (413) 584-7887.

Branch Always has moved from Canada to the US and has recently released Quick Tools, a set of utilities for ST owners. The package includes an environment

manager, CLI, a label printing program and much more. Also included is Quick Manager, a memory-efficient toolbox for storing the Quick Tools. The package retails for \$19.95. Branch Always Software, 14150 NE 20th St., Suite 302, Bellevue, WA 98007.

Michtron, one of the first and largest companies to support the ST, is reportedly up for sale. At this time, there are bidders for the company, but no names have been announced.

If you're into weather forecasting, Forecaster III has been released for the ST. The program will "predict the weather, analyze current atmospheric conditions and display a weather almanac for the day." The program displays weather graphics from CompuServe and can create weather maps like those on local news from digitized radar data from WeatherBank and other services. Forecaster works on any color or mono system and costs \$25. Randall Kopchak, 2233 Keeven Lane, Florissant, MO 63031 (314) 831-9482 (before 10 pm EST).

## Online News

Support for Supercharger and Omniswitch has recently been added to CompuServe's AtariVendors Forum. Talon Technology is now online to answer your questions. Double-Click should also be officially online in AtariVen as well by the time you read this. Both Talon and DC recently opened their own Categories on GEnie.

Atarians who frequent GEnie should check out GEnie Lamp, an online newsletter for and about Atari users and the Atari Roundtable. The newsletter points out hot topics in the message bases, downloads of interest and lots more.

## Atari Shows

Clubs in southern California will be hosting the Southern California Atari Computer Faire on September 15-16 at the Glendale Civic Auditorium. Show hours are 10-6 on Saturday and 10-5 on Sunday. Admission is \$5. The Glendale show is considered to be one of the two premiere user group sponsored AtariFests in the country. Contact John King Tarpinian, 249 N. Brand Blvd. #321, Glendale, CA 91203 (818) 246-7286.

On the east coast, WAACE AtariFest '90 has been scheduled for October 6-7 at the Sheraton Reston Hotel in Reston, VA. Show hours are 10-7 both days and tickets are \$5 for one day or \$7 for both days. Children under 12 admitted free and user group discounts are available. The WAACE show is the other premiere US user group sponsored show! Contact Russ Brown at (703) 680-2698 or Charles Smeton at (301) 465-8628.

The Boston Computer Society/Atari is hosting a regional one-day show on October 27 from 9-4 at the University of Massachusetts Boston Harbor campus. Admission is \$5. Twenty booths have been set aside for area Atari user groups. Bob Brodie from Atari Corp. will be there, and east coast developers Fast

Technology, Gribnif, TidBit Software and others will be onhand. Call the AtariFest Hotline at (617) 527-4952 or Jerry Feldman at (617) 244-3025.

## Shows Next Year

For those of you ready to begin filling in next year's show calendar, the Windsor/Detroit International AtariFest has been scheduled for May 4-5 at the St. Clair College of Arts and Sciences just off the Ambassador Bridge in Windsor, Ontario, Canada. Tentative show times are 10-6 on Saturday and 10-5 on Sunday. Ticket prices have not been finalized, but \$2.50 per day has been mentioned.

This show is jointly hosted by the Windsor Atari User Group of Windsor and the Washtenaw Atari User Group of Ann Arbor, MI (an AIM participating club). Contact Brian Cassidy at (519) 966-0305 or Craig Harvey at (313) 994-5619.

**SOME LIKE IT... HOT!**

The CodeHeads announce:



**HotWire** + **MaxiFile**

- "When the START editorial staff first saw HotWire, our collective reaction was 'Wow!'"
- By far the **fastest, easiest way to run programs** on the Atari ST... from a floppy disk or from a hard drive!
- Build menus for all your most commonly-used programs. Load new menus with a single keypress or mouse click!
- New **Ledger** function records time spent in programs of your choice.
- **Passwords** may be used to restrict unauthorized access to certain programs.
- New **on-screen clock**, appears in the programs that you choose.
- Unlike other shells, HotWire works correctly with all programs, just like the GEM desktop
- A **seamless interface** offers direct access to MultiDesk and MaxiFile.
- Full-featured file-handling utility lets you **move/copy/delete/rename/touch/lock/** hide any combination of files and/or folders.
- Runs as a desk accessory **or** as a program in any resolution.
- Incorporates **every** file/disk feature of the GEM desktop plus much more.
- Intelligent **disk copying** routines
- **Rename folders** - Print directory listings
- **Store comments** about any file/folder
- Unique and intuitive user interface designed for easy, speedy operation
- **Customizable** for your style of use
- **Keyboard equivalents** for all operations
- Quickly select from up to 20 of your most-used paths
- Even runs programs and loads documents.

**Here's what our users are saying about HotWire and MaxiFile:**

"The HotWire/MaxiFile combo has changed the way I use my ST."  
 "I haven't used the standard GEM desktop in weeks."  
 "Without HotWire and MaxiFile I'd be totally lost on the ST."  
 "...a tribute to assembly excellence." - "MaxiFile is a wonder!"  
 "HotWire and MaxiFile really 'beat up on the competition'!"  
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# Right On Target



**David Plotkin**

I am sitting here writing this on my brand-new *Stacy*, the Atari portable computer. I drove down to Atari in Sunnyvale a few days ago and picked it up; this is one of the advantages of being a developer. It is certainly convenient to be able to be on vacation and continue to write, as well as do all the other things you can get done on a 1-meg monochrome ST system.

## Pluses and Minuses

There are a lot of nice things about the *Stacy*. For one thing, the keyboard is excellent, as good if not better than the one on my *Mega*. The screen is also superb—big and bright, easy to read for long stretches, even under poor lighting conditions. There are brightness and contrast controls, although I have found the best way to use them is to turn them both up to maximum and leave them there.

The downside of all this is that the *Stacy* is really not a "portable" computer, instead it is "transportable." The difference is that a portable computer is relatively light and can run for awhile on batteries. The *Stacy* is quite heavy, even without the hard drive (I got the *Stacy 1*, which contains one meg of memory and no hard drive). And the battery life is not great. There seems to be a lot of variation in reported battery life but all that is academic, because the new *Stacy* design eliminates battery operation as an option.

The rationale for this? It goes like this: Right now, Atari sells al-

most all *Stacys* to musicians, who have no perceived need for battery operation. The key here is the words "right now." What about later, when students, journalists and others will consider buying the *Stacy*?

## Short-sightedness?

Do I think eliminating the battery option is short-sighted? You bet I do! It is even more short-sighted in light of the fact that my *Stacy* (which still includes the battery option) can get about two hours of runtime on a set of NiCads, which recharge right in the battery compartment of the *Stacy*, using the AC adapter.

More memory will run the batteries down faster, but there still seems to be a reasonable amount of battery life available. Of course, using a hard drive will dramatically shorten the battery life, because

the hard drive runs all the time. This is a design flaw in the *Stacy*. MS-DOS portables equipped with hard drives have a smart circuit that shuts the hard drive down after a certain period of time when there has been no access. The *Stacy* does not have this circuitry.

## Battery Options

Atari seems to have created a niche for a third party to provide something they do not (something Atari seems to be inordinately good at doing). A company called MultiByte has stepped into this hole, and is providing two different battery options for the *Stacy*.

The first is internal and goes in the *Stacys* battery compartment. It is conservatively rated at 2.5 hours on a 4 meg *Stacy* with a hard drive, which means it should last something over four hours if there is no hard drive present.



Also available is an external battery, which is a small brick that plugs into the power connection of the Stacy. It is rated at 4.5 hours with a hard drive. They also make a quick charger that can fully recharge the battery packs in about an hour.

The same company also makes a case (didn't Atari anticipate the need for one of those?). The case is available in three sizes, from one just big enough for the Stacy, power supply and some disks to a giant-size case in which you can put two external batteries, the Stacy and power supply.

## Other Stacy Options

There are lots of other things that will be available soon for the Stacy. A memory upgrade board from JRI will let you plug in one meg SIMMs to have up to four megs of memory. Unfortunately, the one meg (or more) that your Stacy comes with is not reusable in this board, so if you are planning to make use of this product, buy a Stacy with the minimum amount of memory (one meg).

Of course, with Spectre GCR you can turn your Stacy into a portable Mac, and the giant-size case mentioned above is large enough to leave the Spectre cartridge plugged in even when transporting the machine.

There are some rumblings about an internal Spectre GCR for the Stacy, which, if combined with PC Speed or pcditto II, could lead to a portable computer that is three (count 'em) in one.

I don't know that this will work since I haven't tried it myself. I do know the Stacy works fine with Talon's Supercharger, although this puts a crimp in the portability, since the Supercharger needs a power supply and is a separate box.

However, I concocted a cable that will draw the Supercharger's power from the joystick port, so you can power the Supercharger from the Stacy itself, shortening the battery life some indeterminate amount in the process. Realize that the Supercharger is not designed as a low-power device, so it may draw significant amounts of power. But then, neither of the two internal boards are designed as low-power devices either.

## Portable Hard Drive

Another interesting idea from JRI is a portable hard drive. As a journalist, I am happy using a simple word processor (such as WordWriter ST) on the Stacy. This setup can be run easily from the single double-sided disk drive in the Stacy, with plenty of room left over on the disk for data files, as long as you don't need the Thesaurus and Spell Checker (real men don't use Spell Checkers anyway!). I can later transfer these files to my Mega, clean them up and print them out.

But what about when you *do* need a hard drive? What would be nice would be a compact hard drive you can leave in the office or take with you on the road. Ideally, it would contain a power supply for the Stacy, so you only have to plug in one thing (the hard drive), then connect the Stacy to the hard drive. With

a configuration like this, you can leave the Stacy's power supply behind. This would cut down on the weight and space requirements of the Stacy system.

JRI is working on just such a device, and I have seen the prototype. It is small and light, and it contains the aforementioned power supply. The current model contains an 85 meg Seagate hard drive, but John Russell is experimenting with 125 meg Quantum drives, for some pretty impressive storage capacity.

Of course, some of these upgrades may never see the market. A lot will depend on Atari's ability to sell Stacys to the general (as opposed to Music) public. It really makes no sense to develop expensive hardware modifications for a machine that sells only a few units.

Still, it is encouraging that the ideas and entrepreneurs are out there, ready to move if the Stacy takes off. Only time will tell, but I will pass along one thing to you. That is, once you have had a taste of taking your Atari along with you anywhere, you won't willingly give it up. It's a nice feeling to sit down and work whenever you feel like it.

Further, since the Stacy has a plug for an Atari monitor (monochrome or color), excellent keyboard, hard drive connection, external floppy port and everything else present on a "regular" ST, you should consider it as your primary machine. It really makes a lot of sense that way.

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# TRACKER/ST

## Tim Holt (El Paso)

### Ratings (1 to 10)

Manual.....9

Ease of use...6

Power.....10

Overall rating: Recommended for serious work only!

I have to keep track of who is what in the ST Club of El Paso. This is a pretty easy job, as long as I have a big, old list of when everyone paid their dues. Mind you, most of the members of our club readily pay the renewal dues to the club, but some of them have to be reminded. So, out comes the big, long list.

Now, Paul Stampfli has seen my office, and he will tell you that finding *anything* in my office is nothing short of a miracle. So, usually, by the time I have to check the monthly list, I have lost it. So, I print out *another* list. ARRGHH! Thank goodness Step Ahead has come out with Tracker/ST.

Tracker/ST is a mailing list/ mail merge/tracking program all bundled into one nice little package. Tracker is a nice database that can be used by any club, church or organization to keep monthly track of your members.

Suppose your club now has 250 members. Well, how will you know who has to pay dues this month? How would you know which persons can volunteer for demos? Suppose you wanted to be able to tell which persons were experts in a particular field, such as databases or public domain. How would you do it?

Well, Tracker can help you in all these areas.

### Entry Screen

The entry screen is the main area where you enter data. The entries can be by their own defaults or you can set the type of data any way you desire. You can enter all the data yourself or you can easily set the program to import ASCII files.

Like any other database, you

can list the data by any field: First Name, Last Name, ZIP Code, etc. All of the fields can be sorted, and for each entry, you can add personal notes. Suppose I wanted to say that club member Joe Smith has bad breath. Well, I can put that in the "personal notes" area of his entry.

All the entries can be updated at any time, with just a keyclick or two, and Tracker/ST has built-in RAM disk support to help speed up your session. There is also a powerful "Source Update" that lets you change all the info in all entries.

Suppose all your members moved to Canada. Well, instead of going through each entry and changing the country, you can just tell the program to change all the entries in "Country" to Canada. Swift and nasty. I like that in a program.

Countdown is the feature I like best. It keeps track of all your members' subscriptions or when their dues are due.

### Power Station

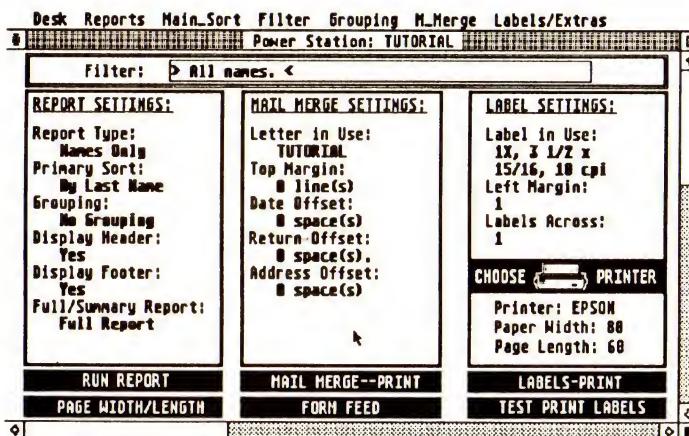
The Power Station is the area where you can print out Tracker reports, mail merges, labels, and it also contains a section to remove a batch of names with a single command.

What type of reports are available in Tracker? Well, suppose you wanted to know how many of your members lived in the state of New Mexico. Well, all you would have to do is tell Tracker you wanted a report of that, and out pops a list of all your New Mexico members.

You can also print out by last name (i.e., members whose last

The screenshot shows the 'Entry Screen: TUTORIAL' window. The record for 'Sally Goudreau' is displayed. The fields and their values are:

NAME	Sally Goudreau	PREVIOUS	NEXT
SAL	Ms. Goudreau	REWIND	^F FORWARD
COMPANY		SEARCH	ADD
ADDRESS 1	887 International Plaza	EDIT	DELETE
ADDRESS 2			
STATE, ZIP	Montreal	Quebec	K6R 4T1 CANADA
PHONE	514-555-3325	514-555-8865	514-555-6614
CATEGORY	FREEBIE	RANK	0
DATE	6/4/92	TIME	73600
NOTES	A sample of a foreign address. Postal code accepts letters.		
SOURCE	REPLY TO AD		



name begin with "N") or ZIP Code, or any type of field entry. Very convenient.

You may also group your data. Suppose you wanted to group all the members of your club that live out of state—the grouping menu in the Power Station area lets you do that.

The mail merge section of the Power Station area lets you create and edit templates, import templates from other text editors, select templates to merge, rename templates and set various printers for your mail merge printings.

You can create *any* type of label you wish with Tracker. Most printers are also supported, including laser printers.

Finally, the last major part of Tracker is the Quick Letter.

You know, sometimes getting people to pay their dues is like pulling teeth. Quick Letter allows you to send a single letter to any one particular user. Joe won't pay his dues? Send him a Quick Letter.

The letter you want can be previously written...type in his name, and the letter pops out, all personalized and ready to be sent. A nice feature is that you can edit the letter being sent out without disturbing the template the letter came from. Tracker will also import ASCII text files for mail merging.

You can import files from DataManager ST, Zoomracks II and basically any database that can Export ASCII. With a little work, you can directly use Superbase data files in Tracker/ST.

## Summing Up

The manual for Tracker/ST is no easy pickings. Prepare to sit down and really spend a couple of hard hours learning the program. Fortunately, there is a nice tutorial to walk idiots like me through the program. Remember: Tracker/ST is a program written for people who are serious about keeping track of members, subscribers, etc.

Just as WordPerfect is for serious word processing, Tracker/ST is for serious data management and not for the faint of heart. But, if you are serious about this type of material, Tracker is for you.

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By Chris Sorensen

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# Nightmare On Lawrence St., Part 2 'Invasion of the Monster Drive'

**Gregg Anderson (RACE)**

In Part 1 of Nightmare on Lawrence St., I related the joys of having a hard disk crash and the importance of having a current hard disk backup (which, needless to say, I didn't have).

I learned that lesson the hard way, but that wasn't the only lesson brought to my attention that day. I was also forced to admit that I needed a larger drive, that 40 megs just wasn't cutting it anymore. What, 40 meg not enough?!? If I'd heard myself saying that a year ago I'd have had myself committed! But it was true...with the DTP & Easy Draw work I do (not to mention the word processing), my data and graphics files were getting way out of hand.

What were my options? I could get one of Atari's new Megafile 60 drives, but I wanted something larger than that this time, at least 80 megs. How about an ICD FAST drive or a Supra? All outstanding units, but I was thinking of something else. Something to simplify doing backups as well as giving me more storage room.

The problem was the backups. Currently there are only four ways of backing up an ST hard disk—with floppies, DVT VCR backup system, ICD's streaming tape backup or the new removable cartridge drives.

Forget about floppy backups, nobody can afford the kind of time it takes to backup 80 megs of data to floppies. The VCR backup looked interesting, being affordable and far faster than the floppies. Sadly, this unit's received

mixed reviews and restoring data from it is said to be somewhat slow.

ICD's tape backup looked *very* good, being both fast and efficient. In fact, it's probably the best overall backup system currently available for the ST. Only two things kept me from buying one—its cost (over \$700) and the fact that it's strictly a backup device. Strictly a backup device? Isn't that what I wanted? Yes, but there's something new out now—the removable cartridge drive.

## The Removable Hard Drive

The SyQuest SQ555 is a 44-megabyte RLL, removable cartridge drive that works with any hard disk-compatible computer system. It's fast, reasonably quiet (its sound is unique), and just about foolproof. Best of all, it can be used as a boot disk, data disk or backup disk. In short, it can do anything a fixed hard disk can do and handle high speed backups for long term data storage.

Another advantage to the SyQuest is that you can have cartridges dedicated to Mac, IBM or ST use. Plan on working with your Spectre GCR today? Just install your Spectre cartridge and don't worry about it. IBM? Plug in your MS-DOS formatted cartridge and go to town. Each can offer 44 meg of emulation-specific storage and eliminate the possibility of confusing your emulator partitions with your ST partitions (usually guaranteed to ruin them).

How is it as a backup device? How about a desktop "drag" copy of 22 megabytes from Drive H (Seagate) to Drive D (SyQuest) in

just under nine minutes? With that type of speed who needs copy programs?

Are there drawbacks to the SQ 555? Yes, for one thing the drive is far from inexpensive, averaging from \$650 to \$850. Another is that the current cartridges store only 44 megabytes each and cost anywhere from \$95 (mail order) to \$140 (retail). In contrast, ICD's backup tapes are in the \$35 range and store up to 155 megabytes. Worst of all is cartridge availability that varies according to the manufacturer's whims, ranging from plentiful to scarcer than hen's teeth.

Need I bother to say I picked a SyQuest? Anyway, with that out of the way I started looking for the rest of my dream drive. I've tended to be partial to Segate drives in the past and saw no reason to change now.

Since I was starting from scratch, I picked an RLL drive (more storage and faster data transfers). I decided on an embedded SCSI drive to eliminate the need for a separate controller card and picked a Segate ST296N mechanism with 84.9 megabytes of storage (grand total for both is just shy of 130 megabytes of storage).

There are two basic enclosure designs—the monitor design that sits under the monitor like Atari's Megafile or ICD's FAST or the shoebox, an IBM design that sits beside the computer like the older Supra or Astra designs. I'd started out wanting a 'monitor' but settled on a 'shoebox' design for its easier access (to the internal components) and its longer DMA cable. Besides, they were out of 'monitor' enclosures when I ordered <grin>.

While my unit was ordered



from ABCO Computers in Florida, similar units are readily available from Carter Graphics, Toad Computers, Tech Specialties, ICD and a host of others. All offer similar performance, so pick your supplier on the basis of price (anywhere from \$1200 to \$1400), quality and support. I can't emphasize support enough; it can make the difference between success and disaster.

### Making the New Drives Work

Hardware-wise there are a few things you'll want to check before using this type of drive. Due to delayed shipments, my unit wasn't preset by ABCO for 'out of the box' use (I knew about this in advance and ok'd it since I wanted to set them myself for this article). As a result, my unit arrived with the drive jumpers still factory configured rather than "ready to use." In other words, everything was messed up.

I opened the unit and went to work on the jumpers and connectors. The first things you need to check are the drive resistor packs (used to terminate the drive daisy chain). You'll need to remove the packs from all but the last drive in your daisy chain...leave the pack on the last drive though. For drive systems with multiple controller boards ignore everything I've said; you're on your own there.

Now look for the SCSI ID jumpers on your drives. These are 16 small wires set into 2 rows of 8. You'll get a small booklet with your drives that explains where to install the provided jumpers to tell the computer the ID number of the drive in the daisy chain. The main thing is to be sure the jumpers are in *exactly* the right positions, assigning that drive as #1, #2 or whatever in the daisy chain.

Remember, for the ST we want "No Parity" on the drives. Since most drives come from the factory with parity "On," you'll want to remove the jumper from the parity wires if it's present. With all jumpers correctly set, your formatting software should have no problem recognizing the installed drives. If it can't, you need to recheck the jumpers and resistor packs on the drives. Normally this isn't a problem, as most ST units are shipped pre-set for use. Read the booklet that comes with your drives when in doubt. If that doesn't help, it's time to pick up the phone and take advantage of the dealer support I mentioned earlier.

With any hard disk using an ICD Host Adapter, the software of choice has to be ICD's own. ICD's format software is impressive, automatically sensing the specific hard drives installed and providing the optimum format for them. It easily recognized the two drives installed in my system and allowed me to format, optimize and partition each one in turn (only 5-1/2 minutes for 44 megs). By the way, when selecting your disk partitions be sure to checkmark each partition. If you forget to do this the partition will be created but the ST won't recognize it it.

A word of warning here. ICD's default interleave is 1:1. While the SyQuest thrived on 1:1, the Seagate was strangled. Instead of being blindingly fast it bare-

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ly qualified as a snail with a paltry 57 K/sec data transfer rate. Even worse, I learned that at this setting I was in danger of loosing data with every access.

At ABCO's suggestion, I reformatted it with a 2:1 ratio and the data transfer went up to around 500 K/sec. Basically you need to ignore what you've heard about the ST handling 1:1 interleaves and try interleave settings until you find the ratio that provides you with the best performance. This is where ICD's excellent RATEHD program is invaluable.

You'll have to select the drive you want to use as your boot drive. Select that drive as ID #0 and LUN (Logical Unit Number) #0 (ID/LUN 0,0). This is with an embedded SCSI drive or a system with a single controller board, units with secondary controller boards will require additional steps. I picked the SyQuest as ID/LUN 0,0. The Seagate was selected as ID/LUN 0,1 (i.e., second in the daisy chain). Needless to say, how you configure your system is up to you.

ICD's boot software is as impressive as their formatting package, offering a custom cashe to speed disk reading and writing. It even provides the option of write-verifying all disk writes, something no other program offers. Best of all is that it was written with removable cartridges in mind, automatically sensing a cartridge swap and re-reading the directory of the installed cartridge. All in all, I have to admit the current ICD software package is possibly the best I've seen to date. A pity it only works with ICD hardware.

And that's the story thus far. I had a lot of fun (and

more than a little frustration) putting this monster together. But I have to report it's performed flawlessly and made me wish I'd made the upgrade years ago. If you're serious about your ST and need expanded storage combined with simplified backups, give this combination the once over. I think you'll come to the same conclusion I did—the SyQuest SQ555 and the standard hard drive of your choice make the perfect combination.

[Be sure to watch for the final sequel of this exciting trilogy, 'The Beast Reborn', coming soon to a theatre near you.... Would you believe a newsletter? How about scrawled on a local bathroom wall?

Companies mentioned in the article:

ABCO Computers: PO Box 6672, Jacksonville, FL 32236, (800)-562-4037

Carter Graphics: 3006 North Main St, Logan, Utah 84321, (801)-752-2500

ICD: 1220 Rock St, Rockford IL, 61101, (815) 968-2228

Tech Specialities: 909 Crosstimbers, Houston, TX 77022, (713)-691-4527

Toad Computers: 556 Baltimore Annapolis Blvd, Severna Park MD 21146, (601)-544-6943

Seagate: 920 Disk Drive, Scotts Valley, CA 95066, (800)-468-3475

Supra: 1133 Commercial Way, Albany, OR 97321 (503)-967-9075

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- The GOOD Backup Utility can format floppy disks for you as additional disks are needed.

- Lost or damaged disks in the backup saveset can be replaced without replacing the entire backup saveset.

- Checksums are used to verify that the files on the active disk drive and on the backup disks are all intact.

- Write back disk cache technology is used to make all the copying go fast.

- Backup can be by partition, or select specific files by including or excluding a set of wildcard file specifications.

- Files can be restored as an entire partition, or by wildcard selection. When restoring an entire partition, only files that are actually missing need to be restored.

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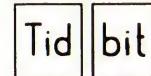
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# Screen Drawing Program

## Part II

**Ed Smith (SPACE)**

In the first version of this program (see the May '90 issue of AIM), the right mouse button was used to exit the program. In this version, a box is created and labelled "Quit." Clicking on this box will cause the program to return to the desktop.

Let's talk in general about boxes. A typical box contains text that informs the user what can be achieved by pointing and clicking on the box. In this program, we have defined four boxes to Quit, Save a file, Load a file, and ClrS (clear the screen). Abbreviations have been used to keep the box size to four letters.

After clicking, the box is highlighted (inverse video) and this is set by an IF instruction that checks mouse xy coordinates against those of the box in question. Then the desired function is performed. This pointing and clicking ability is one of the niceties of GEM.

Each box is the same size (4 let-

ters wide), therefore we can use only one string definition for all boxes. The box string is defined using the GFA Get instruction as follows:

Get 0,0,w4%,h4%,x4\$

This is a box defined in the upper left corner at coordinates 0,0 with a width of w4% and a height of h4%, and this screen information is placed into string X4\$. In addition, the string must be filled with binary ones to permit inverse video to occur when using the Put instruction.

These ones are accomplished by the following:

Mid\$(X4\$,7)=String\$(Len(X4\$),255)

The student of binary numbers knows that 255 is binary 11111111. The Put instruction is then used to put this same string on any of the four boxes, since we made them all the same. A typical Put is:

Put Xq,Yq,X4\$,6

The Xq and Yq are the upper left coordinates of the Quit box, X4\$ is the string with all the ones

and 6 means the Put action will "exclusive or" the data on the screen to produce inverse video.

The Save operation is done by executing a Binary Save on the portion of the screen below the color boxes. Remember, each color box represents one of sixteen color registers in low resolution mode.

The user clicks on the color box, and the plotted color is derived from that box. It is similar to an artist dipping his brush into the desired color on his palette. The Binary Save operation uses an offset of 4950 bytes into the 32000 available for screen RAM, to save only the picture material developed by the artist.

The Load option also uses a binary load into the lower portion of the screen RAM. The ClrS (Clear screen) option clears the entire screen and then replots the 16 color boxes and reestablishes the four functional boxes for Load, Save, Quit and ClrS.

[Ed Note: We've included the source code and runnable versions of DRAW2.PRG on the September AIM Disk of the Month.]

```
' Drawing program using mouse and mouse buttons
' by E.C. Smith 7-23-1989 for S.P.A.C.E ST SIG
Dim X%(16) !Holds color box x coordinates
Offset$=4950 !Draw on lower portion of screen
W4$=36 ! width of a 4 letter box
H4$=10 ! height " " " "
Xq$=0 ! location of
Yq$=0 ! quit box
Xclr$=0 ! location
Yclr$=11 ! clear screen box
Xsave$=W4$+4 ! location of
Ysave$=0 ! save box
Xload$=W4$+4 ! location of
Yload$=11 ! load box
Get 0,0,W4%,H4%,X4$ ! Size of 4 letter box
Mid$(X4$,7)=String$(Len(X4$),255) ! Fill X4$ with
binary ones
W$=10 ! width of color box
H$=10 ! height of color box
D$=8 ! distance between boxes
```

```
X1$=19 ! leftmost color box position
Y1$=22 ! distance from top of screen
@Plot_upper_screen
Do ! DO loop to look for mouse button press
Inc I$ ! increment to next color box
If I$>15 ! Only 16 boxes possible (0 to 15)
  I$=0
Endif
Xa$=X$(I$) ! Get X location of color box i$
K$=Mousek ! Look for press of mouse button
X$=Mousex ! Get location of
Y$=Mousey ! mouse on screen
If X$>Xa$ And X$<Xa$+W$ And Y$<Y1$+H$ And Y$>Y1$ And K$=1
  C$=Point(X$,Y$) ! Color box entered, get value
Endif
If X$>Xq$ And X$<Xq$+W$ And Y$<Yq$+H$ And Y$>Yq$ And K$=1
  Done!=True ! quit box entered, we are done!
  Put Xq$,Yq$,X4$,6
```

```

Endif
If X>Xsave% And X<Xsave%+W4% And Y<Ysave%+H4%
And Y>Ysave% And K=1
  Put Xsave%,Ysave%,X4$,6 ! Save box entered
  @Get_default_drive
  @Get_filename
  If Not Cancel!
    Print At(21,2); "Saving file "
    Bsave File$,Xbios(2)+Offset%,32000-Offset%
  Endif
  Put Xsave%,Ysave%,X4$,6
  Print At(21,2); "           ! 11 spaces
Endif
If X>Xload% And X<Xload%+W4% And Y<Yload%+H4%
And Y>Yload% And K=1
  Put Xload%,Yload%,X4$,6 ! Load box entered
  @Get_default_drive
  @Get_filename
  If (Not Cancel!) And (Exist(File$))
    Print At(21,2); "Loading File"
    Bload File$,Xbios(2)+Offset%
  Endif
  Put Xload%,Yload%,X4$,6
  Print At(21,2); "           ! 13 spaces
Endif
If X>Xclr% And X<Xclr%+W4% And Y<Yclr%+H4%
And Y>Yclr% And K=1
  Put Xclr%,Yclr%,X4$,6 ! ClrS box entered
  Cls
  @Plot_upper_screen
  Print At(21,2); "           ! 13 spaces
Endif
If K=1 And Y>Y18+H8
  Color C ! Plot color by pressing left button
  Plot X%,Y% ! at location X%,Y%
Endif
Exit If Done! ! Exit by clicking on exit box
Loop
End
Procedure Get_filename
  Cancel!=False
  Fs$=Drv$+"\*.pix"
  Repeat
    Fileselect Fs$,B$,File$
  Until File$<>Drv$+"\"
  If File$!="
    Cancel!=True
  Endif
  Return
Procedure Get_default_drive
  Drv$=Chr$(Gmedos(25)+65)+":"
  Return
Procedure Plot_upper_screen
  Box Xq%,Yq%,Xq%+W4%,Yq%+H4% ! Plot quit box
  Text Xq%+2,Yq%+H4%-2,"Quit" ! Put text in box
  Box Xsave%,Ysave%,Xsave%+W4%,Ysave%+H4% ! Plot
  Save box
  Text Xsave%+2,Ysave%+H4%-2,"Save" ! Put text in
  Box Xload%,Yload%,Xload%+W4%,Yload%+H4% ! Plot
  load box
  Text Xload%+2,Yload%+H4%-2,"Load" ! Put text in
  Box Xclr%,Yclr%,Xclr%+W4%,Yclr%+H4% ! Plot Clrs
  box
  Text Xclr%+2,Yclr%+H4%-2,"Clrs" ! Put text in
  For I%=0 To 15 ! This FOR NEXT loop
    X%=X1%+(W%+D%)*I% ! fills x%() array
    X%(I%)=X% ! and plots 16 color boxes
    Color I% ! across the upper
    Deffill I% ! portion of the screen.
    Pbox X%,Y1%,X%+W%,Y1%+H%
  Next I%
  Return

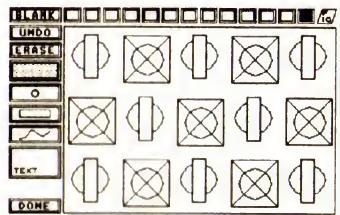
```

For your budding journalist or mathematician:

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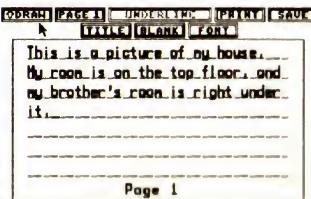
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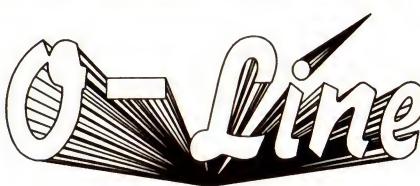
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# Pirates—An Alternate Viewpoint

## Billy Bob Ray

*With an assist from Stormy Knight, working undercover from the Tall Timber BBS.*

## Opening Words from Tim Holt

*The following article was received anonymously at an ST Club meeting. The author(s) dared us to place it in AIM, and we have submitted it. Whether it gets published is beyond our control.*

*I do know who goes under the handle "Billy Bob Ray" but I will not reveal this person's name. I do think however, that you should notice they do use their "handles" and not their real names, as if they do indeed realize they are breaking the law and don't want to be responsible for their actions.*

*They DO say that pirating hurts the ST community, and still they do it. Then, they go on to say they actually do good for the computer community by providing this service! I wonder if they go to the local car dealer and steal the cars before they buy them? Or do they eat a Big Mac BEFORE they pay for it? I think not.*

*But, I will let you be your own judge. Personally, I think the article says much more than the authors intended.*

## Words from the Author

### Mr. Holt,

*I address this to you 'cause you're the big cheese at the ST Club. This article was written to try to voice an alternate opinion to a lot of "high and mighty" folks who write a lot of drivel for these magazines. Now let's see if you're as brave as everyone says. It'll*

*be interesting to see if this appears in AIM, or if it ends up in your trash can. Either way, we'll see.*

*Billy & Stormy*

I'm a pirate. I make unauthorized copies of software. I use an Atari computer, but I also use MS-DOS/IBM through PC Ditto, and MAC with the help of our friends over at Gadgets. I pirate it all; without shame or remorse.

I guess I should start off with some definitions, first of all the term "pirate" has been around as long as I can remember. It has come to mean one who makes unauthorized copies of software, never pays for it, and worst case, gives it to as many people as he knows, or puts it up on a BBS for the whole world to have. These are the people that hurt computing by driving away software manufacturers. Pirate, large "P."

That's not what I do, exactly. I am the kind of pirate who makes unauthorized copies of software and tries it out. If it's useful and I use it, I go buy it. (Sounds a lot like "shareware," doesn't it?) This is brought about by the very small number of usable "demos," and the almost non-existance of software stores that will let you actually *test* a program before you buy it.

Most stores will be happy to show you a program, but don't want you on the machine long enough to get a feel for the software; or you buy it, take it home, and find out you have to expand or replace the memory, hard drive, monitor or what-have-you.

Now for a comment on demo versions of software...*keep it coming!!!* Some of these demos are excellent and really give the user a

"feel" for how the software works.

On the other hand, some are so crippled you can't tell how they work. I'm not sure if the developers that make extremely crippled versions are afraid they're going to lose something or if they're afraid that, if the public sees how it really runs, they won't buy it. Complete versions that self destruct or de-activate after a set period of time (10-20 minutes) are my personal favorites.

As for those that don't make demos, well, you are either incredibly stupid or lazy. Either way, your business is probably self-limiting and won't clutter up the shelves for too much longer, anyway. This is what is happening, the shape of the market of today...and tomorrow.

Generally I buy mail-order. It's more impersonal and you run less risk of being "noticed" in your area for having a lot of software. Everyone who has a lot of software is tempted to be a Pirate and is generally accused of being a "Pirate." Many are pirates, some are Pirates.

Don't kid me, how many of you have been approached by others wanting a copy of...whatever? And how many of you have approached others for a copy of...whatever...because you just couldn't bring yourself to plunk down \$129.95 or more without really knowing if and how the darned thing worked?

Now before I get a lot of you pompous "folks" out there having heart attacks, strokes, hangnails, hemorrhoids, mass hysteria and other terrible things, I want to try and explain my position.

I am not rich. I have a computer and it's a good one, but I'm not

rich. I don't take unfair advantage, but I am cautious and conservative. That's why I'm a pirate. I never, ever buy a pair of shoes without trying them on, and I would never marry a woman without seeing if, and how, she can "cook." And I am sick and tired of pirates getting a bad name and being given a hard time.

Software manufacturers have a responsibility to the user. They "should" make a quality product that *works* and sell it for a *reasonable* profit. I recognize we all have to eat and live...but not at my expense, you don't.

How many programs do you have that collect dust in the corner? The boxes have wonderful color and graphics, the blurbs on the package still get you excited. But the damn thing doesn't work, might even crash when you try to use it. A lot of hype with no substance, and it cost you \$30, \$40, \$50 or even more.

Let me give you a couple of "for instances": I "got" a game from a friend. It was supposed to be the neatest thing since the pop-top can. It was an absolute piece of junk. No matter how hard I tried, I just couldn't lose. I formatted the disk.

I "came across" a program the other day. It didn't look too exciting, but I got it on a whim. I made an unauthorized copy of it and tried it out. I ran it the first time and it was wonderful. I immediately put it away. (I get scared when I get excited about something...it usually costs me a bunch of money.) I tried it again

the next day and it was even better. I bought it the next week when I had a chance to get down to the local dealer.

I told a friend of mine about it, gave him an unauthorized copy, and he bought it the next day. There isn't a chance in hell he would have ever noticed it, let alone bought it, if he hadn't heard about it from a friend and had a chance to try it out.

So let's examine what we have learned from this little drill. Company "A" failed to rip me off. I tell my friends it's a piece of junk. I don't know how much money my mouth is costing them, but I hope it's a lot. Company "B" sold two copies of its software. Not an earth-shaking event, but it's two more copies than would have been sold had it not been for the pirates. How many sales have been lost due to Pirates, I don't know, but I know two sales were made because of pirates. (Notice the "p's".)

So what am I trying to say? I know Piracy hurts the market—the smaller the market (like the ST), the bigger the hurt. But I also know that, used correctly, piracy helps the market. Maybe not as much as Piracy hurts, but it does help. Hey, I'm not saying it's right, it's just another viewpoint.

By the way, I'll send this to one of the local ST club officers, just to drive the whole crowd crazy. Should be interesting to see who they blame for this one...

## Piracy in Pennsylvania

John Hileman (SPACE)

By now, I guess most of you have heard about the shame of Pittsburgh. For those of you who haven't, the recent Pittsburgh Atari Show sponsored by PACE was tainted by blatant piracy on the part of at least some attendees.

Allegations have centered around members of a rival Pittsburgh group called the Atari Elite (by the way, it's my understanding that this group is not registered with Atari).

Various reports have indicated that apparently this group is engaged in so-called software rental among the members. Well, in these days of the Blitz cable, copy protection is easily overcome. So in this writer's book, rental appears to equal stealing.

One of the sad parts of this is that at least one writer has reported the unfortunate events in Pittsburgh have cast an unwelcome shadow on other Atari Users Groups in Pennsylvania, including SPACE.

I don't agree. I have never heard a bad word about any of the other Atari Groups in this state including PACE, the Spectrum group from Erie or, ABE's Aces. I don't think any of those groups or SPACE has a stigma to overcome as a result of that show.

To my knowledge, eight SPACE members attended the show and together spent over \$1,600 on hardware and software.

A number of writers have mentioned someone returned some software to Michtron for a refund, reportedly because he could get it from a friend. Just in case there has been some misunderstanding, one of our members purchased a copy of Michtron's Canvas program for \$40.00 and, after discovering from a fellow SPACE member that a competing vendor, Joppa, had the same program for \$19.00 less, returned it to the Michtron booth for a refund.

Piracy is a problem that is not just in the Atari world. However, because of our relatively small user base, it's important that Atari owners throughout the world do their part by not "borrowing" software and by buying the programs we use, paying Shareware fees and, in general, being honest people.

It's my hope that I speak for all of our members in this: I'm proud of the statement published every month in or local newsletter, SPACE Probes: "Piracy will not be tolerated at any SPACE meeting or SPACE related activities."

# Wordflair

## Gary Klugman (SVACE)

I discovered the wonders of word processing in 1983 on my Atari 800XL. With the AtariWriter cartridge and my 1027 printer, I could proof my writing for content, spelling and punctuation.

I remember bringing my first "word processed" document into the office, because I was so amazed by the power of this new tool. The advent of the spelling checker made my life much easier and increased the life of my now well-worn dictionary.

Browsing over my software library now, I have at least 16 different word processors for the Atari 8-bit, or, but there always seemed to be a new operating system or new features I thought I needed.

We've had word processors and desktop publishers for years,

and now we have something inbetween...the document processor.

Actually this is a direction the high-end (expensive) word processors have been heading toward for some time. The document processor allows you to include graphics in your text. It doesn't have all the features of a desktop publishing package, but it has much more than the traditional word processor.

### Wordflair's Features

Wordflair is just such a processor. It comes with a professional manual, Atari's GDOS documentation and 3 disks. One disk contains the Wordflair programs. The other two disks have Atari's GDOS, a modified version of CodeHead's G+Plus and printer drivers.

It seems the more features a program has, the longer it takes to master. Wordflair is full of features, and so it isn't unfair to say

there is a long learning curve. Not that it can't be used simply as a plain word processor, but that would be like using your RV to commute to work. Your RV would do the job but would be overkill.

The program uses the familiar GEM interface and also uses icons you can click on for special purposes. These icons give you access to special features like creating a specific kind of "region" (more about that later). You can also produce a grid on your screen so you can easily line things up. Particularly nice is the Preview icon so you can see what the document will look like, and a Vacuum icon that will remove an entire region.

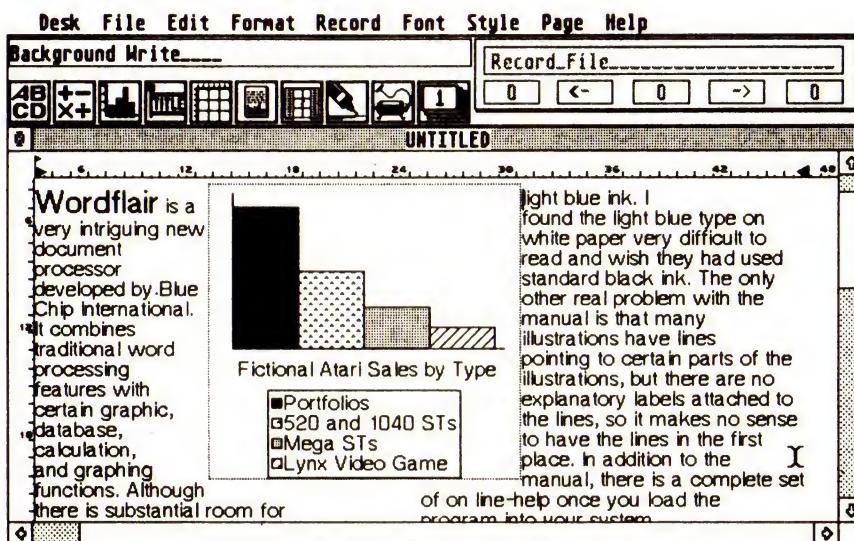
### Working with Text

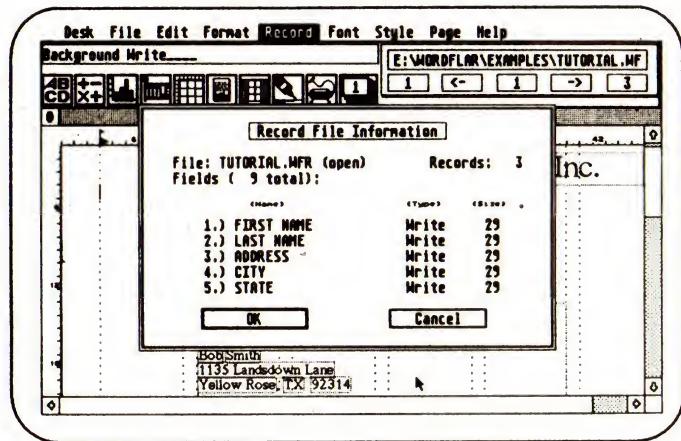
The text processor works smoothly and has a lot of keyboard equivalents that will speed up things for the experienced user. Screen changes like reformatting or previewing are fast. A drop-down help menu is on the right of the screen. The display is fine on a color monitor, but better on a monochrome. I saw Wordflair on a Moniterm monitor and it was outstanding.

Notably missing is a dictionary and thesaurus. The people at Goldleaf Publishing have heard this before and have a dictionary high on their update list. They plan on making their updates reasonably priced.

### Final Products

It was nice to see the text appear on the screen the way it will be printed. If you want italics or underlining, you see them. You can see the different fonts and letter sizes. When you change some-





thing, everything reformats. Naturally, you can mix print styles and sizes.

As mentioned earlier, Wordflair allows you to create "regions" in your document. An example of a region is an area in which you want to place a graph. You can change the size of the region and the text will automatically reformat around it.

You can create a "Calc Region" that will perform calculations. As you change information within the Calc Region, the calculations are performed for you automatically like a spreadsheet. The results of the calculations are automatically displayed. You can also create "Graph Regions." These graph regions can be

bar, line or pie graphs. The graph regions can also display image files. The Calc Region can be linked to a Graph Region...as the calculations change, so does the graph.

The loose-leaf manual is well-written and contains three tutorials to help you learn the program. The basic tutorial teaches the user basic word processing tasks. The intermediate tutorial goes into more detail in the usage of regions, and the advanced tutorial demonstrates merging the database portion of Wordflair with the document portion. Each level shows more of the program's depth and, at least to some extent, expects that you understand and have completed the previous tutorial.

Printer drivers and fonts are supplied for the SMM804 printer, the NB 24-pin printers, and the FX-80 (Epson and 9-pin printers). If you have Atari's SLM804 laser printer, you should have the GDOS printer driver and fonts already. I was able to get it working with my old trusty Star SG-10.

Wordflair is unparalleled in the Atari world for its ability to perform calculations, create graphs and import graphics into your text. If you want to create forms, form letters, proposals, technical documents and/or newsletters, this program is what you are looking for. Relative to comparable Macintosh or MS-DOS programs, it is a bargain.

Actual Atari ST screen shots

\$ 39.95  
Suggested retail price

For Atari ST  
w/ Double sided  
drive, joystick

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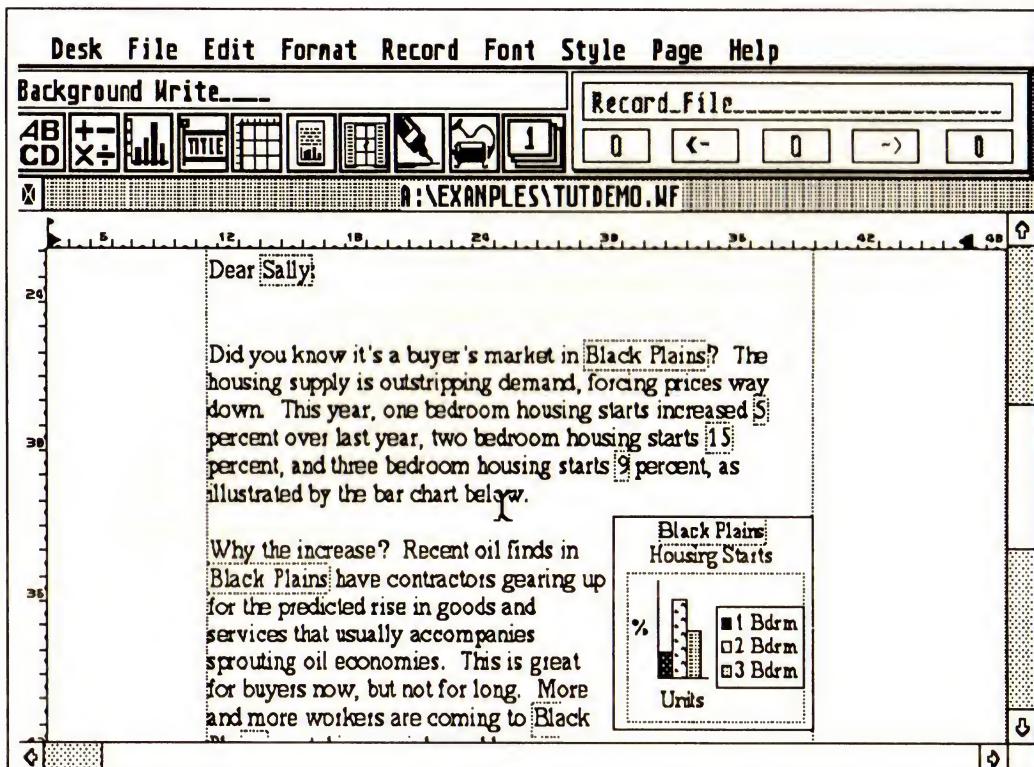
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# How A SysOp Retires or 50 Ways Change Your Lifestyle

## Doc (BACE)

I am the proud new owner of a BBS. The transfer of ownership, including tax, tag and title, was relatively painless. I got the whole thing, hard drive and all, from an estate liquidator. The salesman said something about the former owner no longer needing it, since he is not near a phone. That comment struck me as odd, but I bought it anyway.

### Bringing the Baby Home

I got it home, set it up, and turned it on. The faint green glow from the screen gave an eerie light in the room, and for a moment I thought I saw someone else...a real skinny guy that looked like... Naaah...couldn't be.

Anyway, I knew I got a real deal. The whole thing was set up and ready to go. The hard drive whirred to life, loading in amazing speed overlays, menus, etc. and the modem clicked into auto-answer. I was ready to go!

### Another Phone Line?

Hmmm... maybe I ought to get another line for the BBS. A call to the phone company revealed a \$200 deposit, \$40 hookup fee, about \$30 per month for service, and a "small charge for installing a jack for the second line."

Fast addition showed me the cost would be hundreds of dollars per year, with hundreds up front. HA! Not me! I went to a local office supply shop and bought me an auto-switch.

"These gadgets will save you a lot of money," the salesman said.

"What you do is hook it up to yer phone line, and when someone calls, they just press 1 for the fax or modem, otherwise, you'll get the call."

"How much?" I asked.

"One hundred nine dollars, plus tax," he replied.

"Sold!" I said, and took it home. I plugged it in. Hmm. The manual says it needs to be programmed. I wonder how long it would hold the programming if the power went out. I programmed it, then gave it the flick test. Wipe out. Hmm.

### Continuous Power

Well, I guess I'll just get an Uninterruptible Power Supply (UPS). Flipping through the mags, I find one for \$199. Calling the number, I order it overnight air, and give them my card number.

The next day, the delivery man puts it in my hand. Hands. I drop to my knees. This sucker is *heavy!* Must be all the batteries. I pull the packing list and see the overnight shipping for 54 pounds came to \$68.50. *Ouch!*

Oh well, it was worth it. Plug it in, works great. No more crashes. Even if power fails, my BBS will be up and running. I am fully protected against visits by Dr. Strangevolts.

### Now for a New Modem

I stare for a moment at my trusty 1200 baud modem, and decide to run down to the local dealer and purchase a 2400. \$169 plus tax. I look at my ever-thinning wallet. I keep telling myself about the community service I will provide. Take it home, plug it in.

Now for the callers. I post my

number all over town, in mags, other BBS systems, etc., giving instructions on how to access the system with my auto-switch. It doesn't take long for the calls to come in. The phone rings. I pick it up.

"Hello?"

Carrier tone.

"You didn't dial 1!" I yell. The carrier hangs up. The phone rings.

"Hello?"

Carrier tone.

"You need to dial 1 to get on the BBS!" I yell. The carrier hangs up.

After six more calls, I decide not to answer the phone. But the calls continue. Every 30 seconds, the phone rings. All afternoon. Then all night. It finally stops. I really feel rattled. Didn't they read the instructions I posted?

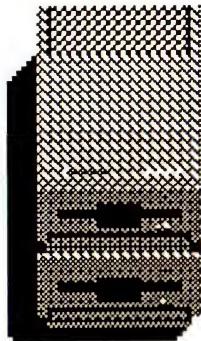
### The Ghost of Gomer Pyle

The calls continue, and eventually, over a few weeks, the users get better at getting on the system. There are still calls at 3 am, and I try to ignore them. I stare at the ceiling. 3:01 am. The phone rings again. I feel like someone is in the room, staring at me, grinning. He looks like...like...Gomer!

Next issue: Watch the BBS Grow or How to Find Out If Technical Support is an Oxymoron.



# IN YOUR DRIVE #30



## Good ol' Chet (ACC.D)

Here's hoping I get this done. For those of you who were wondering, I've been gone to Leadership School for the Air Force for a month and have been spending the time since getting caught up on the work which awaited me upon return.

It was sort of a nice vacation from the usual, but it left me tired and determined that I was making the right decision to resign the emperorship of ACC.D and the scribedom of the STIG. I've new duties at home, on the job, with this and other magazines and at the Church, so some things just have to go.

Either that, or the 48-hour day has to be invented and I should be genetically engineered to go without sleep.

During this time, some software accumulated. I tried to test drive them all before the Dreaded School hit, but time just ran out on me. Let's look under the accumulated stack and see what happened.

## Stalking the Wild Telephone Lines

With the 800/XL/XE computers, we had a couple of nearly perfect terminal programs: Express and AModem 7.4. I've been looking for something as good for the ST for some time, and I may have finally found one which comes close.

STalker 2.0 includes most of the power and ease of use I need, has a manual which is darned serviceable and adds an extra feature

called STeno which makes it a pretty package indeed.

First things first: Yes it does use GEM, and you have the choice of keyboard entries for anything you could use your mouse for. This is an option not all programs give attention to and is a feature which can more than double the number of users who will feel comfortable. (*Other programmers take note!*) Even though I prefer GEM, during a particularly long session I can remember keyboard combinations and will speedily use them.

All good AIM readers probably know what a modem is, and that you need a good program to make that modem work. The SX212 is a good modem in search of a good program; it has features many of the PD or shareware programs either ignore or make complicated.

## STalker/STeno

When you first find the popup menu for STalker (click the left mouse button anywhere inside the terminal window), you'll see every feature I could imagine. From Autodialer to Shadow Access, from various upload and download methods, from Copy Window to Show Free Memory (I always need that last command) to Invoke STeno, STalker is so full of options you might feel there is no way to learn all the commands. Have patience. You'll hardly need *all* its power. But you certainly can see the usefulness of being able to pick and choose from a variety of options until you end up with a personalized program.

Let's walk through an average session with STalker. There are two ways you might start your session. You can just click on the pro-

gram and run it...or you can put the STalker/STeno programs on your desktop as accessories.

Since STeno is, essentially, a word processor, you may begin to grasp the advantages of this. Either open your popup menu to click on Autodialer or press Alternate-A.

Whoops! If this is your first session, I really doubt you have the phone numbers you need in this Autodialer Menu. Well, that's easy to fix. Just click on the column you wish to add—whether "Name," "Number," "\$\$/HR" (a nice feature which will keep track of how much you're spending on a service such as GEnie which charges bucks per hour), "Limit" (where you can set a limit of how much your wife will let you spend per session, at which point STalker will sound a gong and tell your wife you blew it!), and terminal "Settings" for port, terminal, and logon parameters.

Selecting "Settings" will call up another series of boxes so you can set up prompts and responses for logging on (What? You expect *me* to remember my passwords?), modem configurations, or which port you're using.

Which port? Because STalker supports the multi-line DC Port, you can have multiple STalker sessions running at the same time. Call CompuServe in one window and a local BBS in another, simultaneously!

More features in Autodialer permit you to dial a series of numbers ("If Skyline is busy, dial Mycroft..."), deselect if the number is reached or redial and wait a certain amount of time for an answer.

Though only 10 numbers show



in the screen at the time, a slider bar will scan up and down for a total of 20 different numbers. If you need more numbers than that, you have a lot more spare time than I could imagine, or you do this sort of thing for a living...and you work overtime.

OK, we've logged on, and we immediately want to upload something. We could use the popup menu, but let's hurry and just press Alternate-U right now. We'll choose the 1K Xmodem procedure, since it's much quicker. What that means is it grabs a block of 1024 characters and sends it, then goes back to your disk for the next 1024 characters. However, if you have a weak phone connection or if you're calling long distance, you may want to use the smaller 128 character Xmodem. Each time a block is sent, STalker checks to make sure it was received. If not, it grabs that block again. When repeating, larger blocks can take longer.

Let's go over to one of the mail sections of this fictitious BBS we've reached. Hey, someone left a note to us! We can either type out a short reply, or we can call up STeno, that short word processor I spoke of earlier. If you've a decent sized text file, or if you want a *perfectly* formatted reply, a word processor can be handy.

Click open STeno from the top bar (you *did* install it as an accessory, didn't you?). This opens a *new* window with a *new* top bar within it. Type within this window, using most of the word processor options you're used to (and all you'll really need unless you're typing a book or somethin'): cut, copy, paste, delete, find, change, tabs, word wrap, and different "save" commands.

Now if you're moving the text to the BBS you're still connected to (Keep the STalker window open so you might switch back and see if you're running out of time!), just mark the text and move it to STalker. (Look under the Options menu to do this.)

STeno can even be used as a very nice type-ahead buffer for STalker, a great feature if you're into online conferencing.

STalker now has a number of efficient macros available for it; these are downloadable from GEnie, CompuServe or the AIM BBS (see the indicia at the front of the magazine).

I don't really see how much easier STalker could get, but I'm willing to check it out. Unfortunately, I returned from school to find my desks moved to a room far from the phone jacks. If and when I get a phone jack installed in this cubbyhole, I'll get those macros and tell you about them. (And use STalker again. I'm relying upon my extensive notes from a month back for this review!)

Brevity is the watchword for these integrated programs. They perform quickly, simply, and efficiently. Therefore, I'll say no more or this review will insult STalker/STeno's hard working programmers (take a

bow, STrata!) by implying a length and complexity which this fine program wisely avoids.

## Space Paranoia

(And a tip o' the hat to anyone who remembers where *that* trivial title came from!)

One of the stranger utilities to arrive for the indestructable (How many times have we been told it's dead?) 8-bit Atari helps you out with most any game. There are more 8-bits out there than even Atari ever really figured out, and most of 'em really were bought for playing games. (Yes, they did miss the boat when they let Nintendo steal that market.) Whether you bought a 400, 800, 800XL, 130XE, 65XE or XEGS, you—like me—usually bought it for a specific game or two. (Mine was Star Raiders. What was yours?)

There are literally thousands upon thousands of games for our Original Atari Computers (OACs?), and most of 'em are arcade. Though I prefer an adventure to an arcade, most of my dislike of arcade games were due to the fact that I had to *start over* too quickly.

## CHEAT!

*Cheat!* from Alpha Systems permits you to change any of 120 different arcade games for either unlimited or nearly-unlimited "lives" to prolong your play...or even *win* some of these. LAST V8 may even be playable now! I've seen unknown levels in Jumpman and Karetka now, and I might finish Shamus II one of these days!

It works by changing the "lives routine" on your game disk, so it's obvious you should back up your game disk *just in case*. It also means it won't work with cartridges (though they suggest backing up your cartridge...probably with one of Alpha Systems' products) or tapes. Geeee, does anyone remember using tapes?

If you forgot to back up your disk, and you haven't crashed it somehow, you can always use the product's UnCheat! routine to restore your game to its originally unsolvable state. And the (scant!) documentation even gives hints ("Easter Eggs") for four more games that Cheat! itself won't "fix" for you.

Since Cheat! only permits you to cheat with 124 different arcade games, it's due for a sequel sometime soon. Anyone ready for Cheat II?

## Did I Go Too Long Again??

And I still haven't talked about KidPainter, an extraordinarily simple but powerful paint program for ST kids; nor have I gotten into this marvelous SSI war-game for the XL/XE. Things do stack up. Wish me luck. If I can just last until the end of 1990, I'll be able to have a little more time once I'm not running ACC.D. Now, who am I gonna find who *will* run it?

# Iron Lord

**Bill Rayl**

Regaining a kingdom isn't all fun and games in Iron Lord, a recent release from Electronic Arts and UBI Soft. In fact, it's fun and games, a bit of politics, skill in archery and battle and more!

## The Story

Years ago, when you were still a small child, your father was murdered by his brother, Zolphar the Dark One. With an army of undead, Zolphar attacked and destroyed your ancestral castle. Luckily (or maybe not so luckily!) you were taken to safety by the Captain of the Guard.

Now, after years of training and preparing, it's up to you to go forth into the world, raise an army and defeat your evil uncle and his Army of Chaos. No problem...

## It's a Graphic/Text Adventure...

You begin the quest in the ruins of your ancestral castle. Here, you can Load or Save a game or Go To War (more on that later). A "save game" feature is a necessity in Iron Lord...this is not a game you're going to finish in one sitting. I do find it a bit of a pain to return to the castle just to save the game; it would have been much nicer to be able to save from any village.

From the castle, your trusty steed takes you to various villages, a monastery, a wizard's keep, etc. In each place, you learn bits of information and try to recruit men to join your cause.

You start the game as a knight with no reputation, a fact the inn-

keeper in one of the towns seems to delight in telling you.

## Fiefdom Politics

Recruiting men is no easy task. For example, there is a millner who informs you he may be able to raise some men for you if you can convince the innkeeper mentioned above to pay his debt to the millner. The innkeeper, however, is not very impressed by you.

Iron Lord is filled with these types of situations, giving a very realistic feel to the game. Some characters in the game seem willing, to some extent, to help you...if you will help them first. Others are totally uninterested in you or your quest.

In each village, there is at least one or two places of interest for you to visit. In the village closest to your ancestral castle, for example, there is an apothecary shop and an archery tournament is being held just outside the village. In another village, you will discover a gambling house where you can shoot dice for gold or get in on an arm-wrestling tournament.

## Threats on Your Life

Each time you leave a village, there is a chance you will be met by an assassin. These guys aren't into conversation, shooting dice or much of anything besides sticking their swords through your chest.

Quick reflexes and a sharp eye are necessities if you're going to survive against an assassin's attack. UBI Soft has built into the game a simulation of "fighter's instinct" by means of flashing icons that point out the best times to attack and the direction from which your opponent will attack.

## It's a Wargame...

Once you have gathered what you believe to be enough men to take on the Army of Chaos, you must return to your ancestral castle and "Go To War!" It's a good idea to save the game first, just in case you lose.

In this phase of the game, you're presented with an overview of the battlefield and the troop divisions are shown as small shield icons. Clicking on an individual shield will show statistics like division size and morale. You move your divisions while the computer moves the enemy. When two icons converge on the same location, those two divisions battle it out.

The war is a fight to the finish, with no side taking prisoners. No quarter asked and none given.

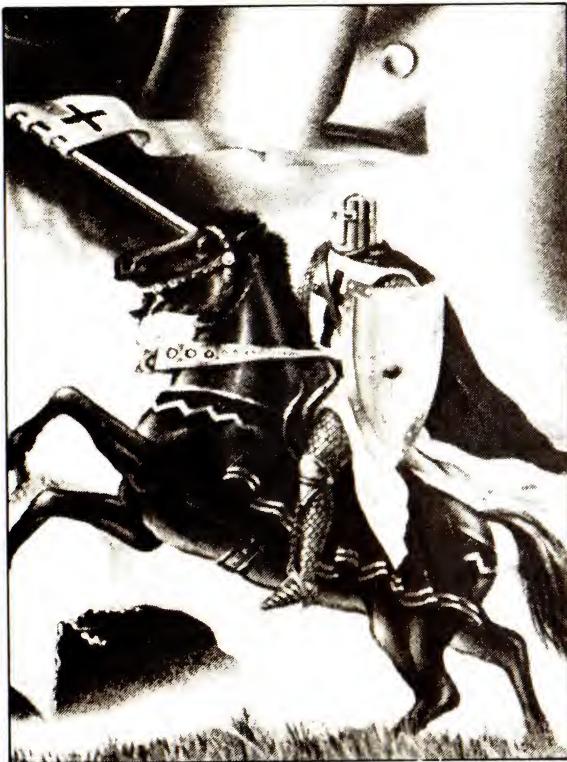
Whichever army has men left alive at the end is the winner. If you joined the battle with enough men and positioned them wisely, you should have no problems. If not...it's Grim Reaper time.

## It's an Arcade Game...

After all that work, you've defeated the Army of Chaos and you're looking forward to a nice long vacation somewhere in the tropics. But, the life of a hero isn't an easy one, and your task is not yet complete. Forgot about your evil uncle, didn't you?

It seems your uncle has a labyrinth filled with creepies and nasties. As the final phase of Iron Lord, you must find your way through this maze, killing your uncle's minions along the way. This phase is reminiscent of arcade games like Gauntlet or Gold of the Realm.





Only after you have successfully completed this task will you get to kick back and enjoy a few seconds of rest before beginning your (hopefully) long and happy rule of the kingdom.

#### It's a Hit!

Iron Lord is a thoroughly enjoyable game, mixing

role-playing, wargaming and arcade action into one package that's sure to please. The game comes on three single-sided disks, is copy protected and makes one rather nasty sound when first booting. After that initial bit of noise, the copy protection scheme doesn't interfere with your gameplay. When booting with Disk 1 in the drive, a message appears on your screen informing you the disk is virus free. The game will run on a stock 520ST color system; joystick required.

The package also contains a nice poster for those of you who wallpaper your computer room with these things—this one will go very well with the Dungeon Master and Bloodwynd posters already hanging in mine!

The manual is fairly well written, giving you some hints on how best to deal with the assassins, how the archery tournament is organized, etc. Each of the three phases of Iron Lord are also described. The manual, however, does not tell you how to gain a reputation as a knight, how to solve the problems of the people you meet or how to recruit men to your cause. That is left entirely up to you. The manual lays out the goal of the game; it's up to you to figure out how to achieve that goal.

This game has a little something for everyone, it's challenging without being impossible and frustrating, and the graphics and music are well done. (By the way, the song played in the background is "Gaudete," a traditional old English folksong.)

Iron Lord has personally gained a place on my list of great games...in fact, it's in my Top 10.



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# Big Mac Attack...



## Tim Holt (El Paso)

Ahh, Spectre GCR, the Mac emulator for the ST. Runs smooth, runs fast and does what it promises. Recently, several members of the ST Club expressed a desire for STE-EP to start supporting Macintosh because of that little box, so I said I would look for some decent PD stuff to place up on STE-EP. Now, I know where to get IBM, ST, even Amiga PD. But where the heck does one get Mac PD when there doesn't seem to be any Mac BBSes in town?

I called my friend Alex, a Mac fanatic. "Alex, I need some Mac PD, what's a BBS I can call?" Alex thought a moment, then said "Call my friend Ken, he's president of the Mac user group in El Paso."

Ok, I called Ken. "Some friends of mine are running Mac stuff on the ST and need PD. Can I get some?" Ken said to me, "Tim, why don't you come down and show us how you run Macintosh on your Amiga." I reply, "Er, Ken, it's an Atari, and I would love to show you."

I then realized the Daniel-in-the-Lion's-Den situation I had put myself into and called Tom at Jenkins'. "Tom, wanna go with me to the Mac meeting and show off the GCR on the Stacy?"

"Sure," Tom said. "How do you install Mac stuff on a hard drive?"

"Beats me, but we have two days to figure it out." Well, to make a long story short, Tom figured out how to make the Stacy a Mac-in-top and off to the meeting we went.

Saturday morning, in the base-

ment of St. Paul's Lutheran Church. Outside temperature: 85 degrees. Temperature in the basement: 120 degrees. The temperature was probably raised a few degrees by the 30 or so Macs running in the room—laptops, old tan ones, even one of those nifty \$17,000 color IIxfrs or whatever they call them.

Tom warned me not to trumpet the ST, just to let the Stacy and my 1040 do the talking. We got the machines running and sat back.

A few people came by, I guess we looked out of place, but no one seemed interested in what we were showing. Then, the guy who sat across from us asked what we were doing there. "Showing off a Macintosh Emulator for the Atari ST computer." I think his answer was "hrrumph," but then he started asking questions.

"What does it do?"

"Well, it runs your Mac stuff faster than your Mac, the screen is bigger, and it costs a lot less." He answered with the classic computer comeback "No it doesn't," and he went back to playing his game.

We sat for about 15 more minutes and then Tom had a brilliant idea. He called back to the young Mac user. "We don't know anything about Macs," he lied, "could you come compare this stuff to yours?" The young guy came over and sat at the Stacy. "This is an Atari?" Yep.

And he sat, and he played, and a few people started to come over, and they called out to their friends, and soon everyone at the meeting had come and played Mac-ST. Here are some of the honest to goodness statements from the Mac users:

"Look at how fast the fonts scroll! I have never seen a Mac do that!"

"Excellent" and "Outstanding" were heard often around the Stacy.

Some people, of course, made fun of the Atari. One bimbo asked when Nintendo would come out with a Mac emulator. I smiled and said my machine was as much a Nintendo as hers was an abacus. She walked away.

The comment of the day came when the man who owned a Macintosh Laptop came over. He played with it for a while, and asked Tom questions that were way over my head. Then the bombshell hit. "Why should I buy one of these, when I can get a Mac?"

We replied with a question of our own. "How much does a stripped down, basic, low end, bottom of the barrel Mac laptop cost?"

"Oh, about \$4500, how much does this thing cost?" he said, pointing at the Stacy. "Well," Tom said, a wicked grin coming to his lips; he had seen the enemy, and he was ours, "With 1 meg, a DS/DD disk drive, a 20 meg hard drive, and the Spectre with Mac ROMs, it will cost right at \$2500."

Silence. Jaws dropped. They looked at the Stacy; they looked at Tom. "Well," Mr. Laptop said, "I wished I had known that about 3 months ago, I would never have bought my laptop. I would have bought the Atari."

We left, knowing we had at least planted a seed in the minds of the Mac users. I suggest that, if you have a Macintosh user group in your area, you should make plans to show them an alternative to buying a second Mac.

By the way, I never did get the PD disks.

# Diverting Screen Directed Text

**Robert C. Arp, Jr.**

Beginning programmers, especially those attending programming classes, are often required to produce printed program execution results as confirmation of algorithmic design correctness before they have learned to write the necessary printing algorithms.

If students are content with programming on site computers that have been set up by instructors and/or system operators, with that lack of knowledge in mind, then there is no conflict.

Many modern students, however, prefer to complete their assignments on newly acquired personal computers. These students must not only keep up with classroom material, but they must also, without assistance from instructors, find a way to force their personal computers to provide the required hardcopy.

Fortunately, although printer directed program output is introduced rather late in programming courses, the algorithms required for screen directed output are usually presented early.

A utility that simply redirects screen output to the printer resolves the conflict for those choosing to program their own computers. Of course, a utility redirecting screen output to other media can be valuable for other reasons.

For example, one occasionally runs across the odd program which, although powerful in utility, provides no discernible way to get printed output, even though the screen directed output be voluminous—flitting by non-stop.

Sometimes a user may want to view a program's output in a text editor or simply at a more leisurely pace from the desktop. At such times, it is convenient to redirect the output to a disk file.

Furthermore, once a program's textual output has been captured in a disk file, the results of one execution can be compared to that of another using an editor's Compare File function (Tempus II has such a function.); the entire file, or a portion of it, can be inserted into a document; and the file can be edited to produce various text effects.

I have designed an accessory, REDIRECT.ACC, that will permit you to redirect screen directed textual output to the Centronics interface (parallel printer) and/or to a disk file. Output to the screen can be enabled or disabled during redirection.

You can become acquainted with this redirection accessory by executing one of the three demo/tutorials supplied in the file REDIRECT.TOS on the September AIM Disk of the Month. Each is executable from the desktop. Two of the programs are monochrome monitor specific (640 by 400 pixels); the other has been designed for medium resolution color (640 by 200 pixels).

ICON\_RED.PRG is one of the high resolution demo/tutorials. The primary difference between it and BUT\_RED.PRG is the appearance of the icons. The media icons in ICON\_RED are aesthetically pleasing images of a screen, a printer and a disk drive. Those in BUT\_RED are memory efficient buttons. MED\_RED, the medium resolution tutorial, uses button type icons also.

Each of the demo/tutorials begins with a couple of introductory screens. Exit from these by pressing the Return key. These programs respond quickly, so if you click or return more than once, you'll skip a screen.

Once you're past the introductory screens, you'll see the media redirecting screen. There are five icons on this screen. In addition, there are several blocks of informative text. Note that three of the icons reference media; these are the screen, printer and file icons. Screen directed text can be redirected to any combination of the three media.

Note the Screen icon is shown in reverse video. This indicates screen directed text output is indeed being directed to the screen. The appearance of the Printer and File icons indicates that screen directed text is not being diverted to those media.

If you click on the Printer icon, then the Done icon, another screen will appear. This is the exit screen. You can exit the demo/tutorial by pressing the 'Q' key or by clicking on the Quit button whenever this screen is presented.

If you continue from the exit screen, the media icons will reappear with the redirection status displayed at the top of the screen and by the appearance of the media icons. An icon in reverse video indicates screen directed text is being sent to that medium. The original icon screen can be recalled with a click on the Info icon, followed by a press of the Return key.

Select the File icon to call up file selecting instructions and the file selector. Remember to click on the Done icon after selecting a file to



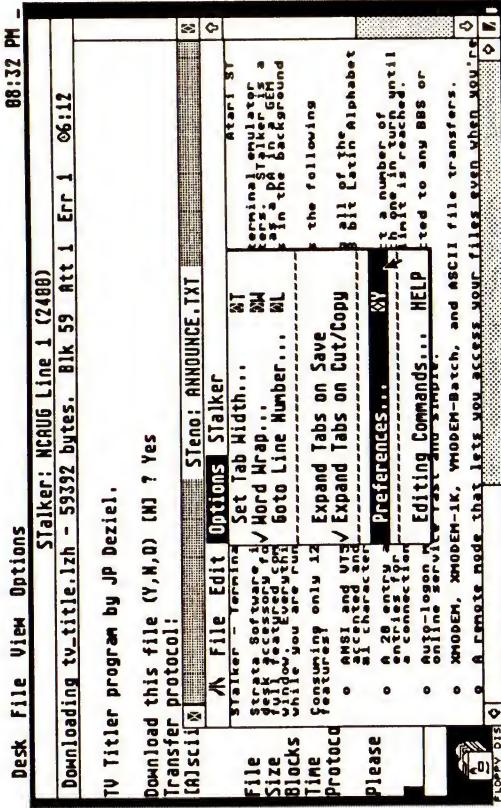
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register the redirection choice. If you click on the file selector's Cancel button, you will see yet another screen.

When you come back from the exit screen, you will see the new redirection status at the top of the screen and a "File Open" image. Click on the File icon to close the file. A "Closing File" image will appear briefly to simulate file closure.

Just select the Done button whenever you want to recall the exit screen, from whence you may exit. That's all there is to it. Next month, I'll tell you how to put images (like those I used for the screen, printer and file icons) on the screen using only one system command.

You can order a disk which contains all versions of the demo/tutorials and all versions of the redirection utility from Machine Specific Software, 278-1 San Tomas Aquino Rd, Campbell, CA 95008. Phone number is (408) 370-9039. The price for the disk is \$19.95, check or money order. Shipping charge is \$2 for US, \$3 for Canada and \$5 for Europe and Japan. California residents must include 7.25% sales tax. Fully documented source code for all versions of the accessory is available for \$50 plus shipping, taxes and your signature on a non-disclosure agreement.

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# IS THERE A TACTICIAN IN YOU?

## 8-BIT TURBO

**Tim Feenstra (GRASS)**

I have covered just about all the wargames I plan to, except two that I will do next month. Right now I thought you might like to hear how 8-bit Atari programs that load different segments from disk at different times can be made to run a whole lot faster. This mod is not limited to wargames; it should work with any multi-load program provided the following conditions are met.

#1. You need to have a RAM disk. The 130XE version will work, but you might not be able to get all the files on it because of the limited space.

#2. The disk you wish to modify must have a standard directory on it, one you can list from DOS 2.5.

#3. Lastly, the program must load and run from the 'L' DOS option. That is Binary Load, if you didn't know.

Start by making a sector copy of the disk, even if the copy does not run. It is easier if the copy runs, but it is not absolutely required. Then, find a sector editor that has a search function. You will use this to modify the disk and to find out where to modify it. I like Disk Wizard II; it will do all the functions you need from the editor.

List out the directory (side two if that is the side the program runs from) and write down all the filenames. You will use this list to figure out which files need to be run from the RAM disk.

And now comes the fun part. Search the entire disk with the

editor for the string 'D:'. Even machine language programs have filenames in them, and these are what you are looking for. If the filename following it is one you will be changing, make note of the filename and the sector number it is in.

Once the list of sectors is finished, it is time to make the changes. I do not recommend making any changes to your master disk. It would not take much for you to render it useless, and I don't think the software companies would be very sympathetic.

Load the first sector on the list into the editor. Locate the 'D:' and get the cursor on the ':'. This will show as a 3A in hex. Change this byte to an 8 which is 38 in hex, then change the first letter in the filename to the colon (3A). For example D:ORDERS.CMP would be changed to D8:RDERS.CMP. It is important you do not add characters to the name or shorten it.

Now that the program has been altered to look for its files on D8: instead of D1:, all that remains is to rename those files that have been altered. Boot up DOS 2.5 and rename those files to their new names, with the first letter missing.

Your modifications are now complete, but how do you run this you ask? Easy! Boot DOS 2.5 with the RAM disk. Use the Copy option to copy those files you altered to the RAM disk. Next, use the Binary Load function to run the AUTORUN.SYS file. Once the program gets to your modified files, it should start loading from the RAM disk (which is really memory) and there will be no more waiting for the disk drive light to go out.

Now, I don't want to sound

negative here, but I bet your first effort crashes or gives you some sort of error. My first attempt took four tries to get it right, while the second needed only two. Almost all other programs ran right the first time.

There are a few things to look for if your program does not work right. Before you give up, double check that you did not miss any occurrence of the files on the RAM disk. If you missed one, the program will be looking for a file that does not exist anymore. All accesses of the modified files must be changed.

Also check that the files are actually on the RAM disk. If you turned the computer off after putting the files on the RAM disk, they will not be there. Once you start, don't turn your computer off.

The hardest part to understand is deciding which files need to be modified. This is a trial and error learning process, which will get a lot easier if you do several programs of the same type before you try something totally different from your first. This is made more difficult if you have the 130XE, and it seems the program needs almost all of the 707 sector disk side to run. All I can say is try to pick those files that get used the most, and leave some to run from the disk drive.

To give an idea how much this can speed up your programs, remember I talked about Kampfgruppe a few months ago? After modification, the only wait is for the computer doing its orders, perhaps 15-20 seconds per turn. Learning this technique takes time, but it is sure worth it if you are tired of that drive light.

# AtariWriter+ Part XI

## For Those Who Don't Want to Read the Book

### Jimmy Boyce (CACE)

Well, this month the trees are getting green, the tulips are starting to fade and my lady is home for the summer from college (you remember, the one that had my book and notes).

To review a bit, the part that covers printing <pg 64> while using Mail Merge is short and sweet. Just press the letter "P" and it starts printing your file just as you set it up. It ignores all the printer formats and just keeps on printing until the file ends no matter what kind of printer you have.

Saving and loading files <pg 65> is equally simple and to the point. Hit the old [ESC] key for the menu and then hit the old (or new if you have a new Atari) "S" key for Save File and give your file a name like "PUBLIST." Then drop that little pinky on your right hand on top of the [RETURN] and jam it to the metal.

### Editing Mail Merge Text

Enough review...let's suppose you need to update a publisher's address because the clown (they rejected you once) moved. Hit the [E] key for edit and the top of the screen will read PRESS [START] TO UPDATE RECORDS. By now this is no longer a challenge...just another way to thicken the callous material on your fingers, so you nonchalantly depress the [START] button and a new menu appears at the top of the screen.

Now you have three choices (I know...decisions, decisions)—you can look at the previous record, look at the next record or delete

the record in front of you. To look back at the last record, push the [SELECT] key. For a peek at the next record, poke the [OPTION] key (get it...peek and poke).

To delete the record in front of you takes some manual dexterity. It requires two fingers doing different things simultaneously. First depress the [CONTROL] key and hold it down. Now take another finger and depress the [D] key. Sorry folks...I don't think you're stupid, but I have a tendency to get silly when I am tired.

### To Proceede

Anyhow, to get on with changing the address, just arrow down and make the necessary change. Then arrow down to the end and type "Y" when asked "DEFINITIONS COMPLETE." Failure to type that "Y" will cause you to lose the new address, and then you may get rejected by the post office as well for a bad address. Now hit [ESC] for the Main Menu and save the change in your file.

Remember back in AW+ when we merged some short files into a longer, larger file? Well you can do the same thing with Mail Merge <pg 66>.

Let's say you have separate files for all publishers in New York City, Chicago and San Francisco and you wish to do a mass mailing to all of them, stating your displeasure with their lack of literary intelligence for rejecting your great American novel.

First, load the file with all your New York publishers. After all, you must have a file in memory to append something to.

There are three steps in this process. They are:

1 Go to Main Menu and put the heavy finger on "A" for Append File.

2 Your Atari asks for the name of the file you wish to add to the New York file. That would be...let's see...Oh yes, "CHIPUB." You type in the name.

3 The disk drive starts up and the Chicago publishers are added to the New York publishers. To add in the San Francisco file go back to step one and start over.

Soon, all three cities are appended together as one file waiting for you to get busy with your mailing campaign.

And here is a set of three rules having dominion over the success or failure of appending files.

1 Each file must have the same number of fields and each field must be the same length. This means the format for NYPUB, CHIPUB and SFPUB must be the same or it cannot merge these files together.

2 Remember a file can only be 255 records long. If your three files add up to 256 or more, the third file cannot be merged and none of it will load.

3 Never try to merge an AW+ file with a Mail Merge file. I do not know why but I assume you will lose both files.

Well folks, Bunky says that's it until next month. He also says he wants to create his own record format. So that is what we will do next month—create a format better suited to our own needs.

Bye for now.

# Atari Bashing: Computer Buyer's Guide

**Tim Holt (El Paso)**

*An Open Letter to Douglas Moore,  
President, Computer Buyer's Guide*

Dear Mr. Moore,

Three months ago, our club began receiving your publication quite unsolicited. I looked in the mailbox, and there it was, attached to a copy of the MEI catalog which I do receive quite often. Frankly, I had never heard of your magazine, until I received what I thought was a complimentary copy.

Since then, the ST Club has received three additional copies of Computer Buyer's Guide, and three bills for it. Please take us off your mailing list. We never asked for this magazine, and we do not want it. I could leave it at that, but let me give you several reasons why we do not wish to subscribe:

1) Your magazine relegates our computer to the level of "Classic Computers." As a matter of fact, if the ST is mentioned, it is in the classic computer section of your rag. Correct me if I am wrong, but isn't a classic computer one that is out of style, out of production or out of touch with the rest of the industry?

I can understand why a Coleco Adam is in this category. It was only made for a few months, and there were very few copies sold. It was out of date before it was on the market. But I cannot understand why you placed the Atari ST in this category.

I will grant you that it isn't a "Big Star" like Mac or IBM, but there were 40,000 sold last year in the US. How many Coleco Adams were sold?

2) A "classic" is no longer supported. Funny, but I have magazines sitting in front of me this very minute that are full of new software and hardware reviews for the Atari ST. Funny, I don't see anything in your magazine for it.

Where is the support for the ST outside of your publication? Granted, it may not be under your nose, but if you look, it is there.

3) A "classic" never evolved. My ST runs most MS-DOS programs, and with the excellent Spectre GCR can outrun a Macintosh. I just played yesterday with the new STe computer, (4 megs on the motherboard for less than \$1500), and was showing the Macintosh user group in El Paso how to get an ST laptop (the NEW Stacy ST laptop) to run Macintosh software (in other words, a Mac laptop clone) for less than \$2500.

Not evolved? What about the new Atari TT? 32 MHz, 68030 CPU, etc., etc. I expect you to place that hot little number in the classic list as well.

As you can see, I doubt from your attitude toward the ST that many in my club would consider using your magazine.

For discount computer shopping, we will continue to use the classic ST magazines, the classic new STe, the classic new Stacy laptop and the classic Computer Shopper, which still sees fit to place the ST, although not prom-

inently, in the role of a modern computer.

Until you can do the same, please do not bother sending my club your magazine.

Sincerely,  
Timothy Holt, President  
ST Club of El Paso

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# THE BASICS OF BASIC

## Rick Burton (RACE)

This month, let's move on from loops to strings before those of you who have followed BASICS think I altogether forgot my promise to look at strings. To make our look at strings more interesting, some info on the INPUT command and the IF/THEN command will be added free of charge! Why don't we jump right into a brief demo by typing:

```
10 DIM CODE$(4)
20 PRINT "}"
30 PRINT "ENTER ACCESS
CODE"
40 INPUT CODE$
50 IF CODE$="HHHH" THEN
GOTO 80
60 PRINT "INVALID CODE":
PRINT
70 GOTO 30
80 PRINT "}"
90 PRINT "WELCOME TO DATA
BASE"
100 END
```

First we'll explain each line...

Line 10: DIM is a dimensioning

statement that saves enough space in memory for four characters. CODE\$ will be the name for a "string variable" which can contain words or characters. The \$ designates a name or label of a string variable as in NAME\$, DAY\$, etc. So now we have a string variable with enough room reserved in memory for four characters. A string variable must be dimensioned with the DIM command before any characters can be placed in it.

Line 20: Clears the screen. Pressing the ESC key, and then pressing the CLEAR key while holding the CONTROL key down will produce the arrow in quotes (which translates to a curly brace on the ST).

Line 30: Prints the instructions or "prompt" to the screen.

Line 40: INPUT allows the user to enter data into the CODE\$ string. Notice a question mark appears on the screen awaiting your response as the program is run. (Characters can also be placed in a string variable by using a statement within the program such as: CODE\$="HHHH")

Line 50: The IF/THEN state-

ment sets up a decision for the computer to make! IF the user enters HHHH, THEN the computer will move on to line 80. When anything else is entered, the computer automatically proceeds to line 60.

Line 60: Prints prompt to the screen, plus one blank line.

Line 70: Loops back to line 30. (There's those loops again).

Line 80: Clears the screen (see the description of Line 20 on how to enter this command).

Line 90: Another prompt.

Line 100: The end.

Run the program and try a few bogus codes. Notice your Atari continues to ask for an access code. Now enter HHHH and WELCOME TO DATA BASE appears on the screen along with the familiar READY prompt.

Simply re-RUN the program to continue the experiment. Also observe that if you type HHHHQW, for example, this is accepted as a valid code because space for four characters has been dimensioned and any more are disregarded.

As you can see, we have entered the realm of strings this month.

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NEW

# DC DESKTOP

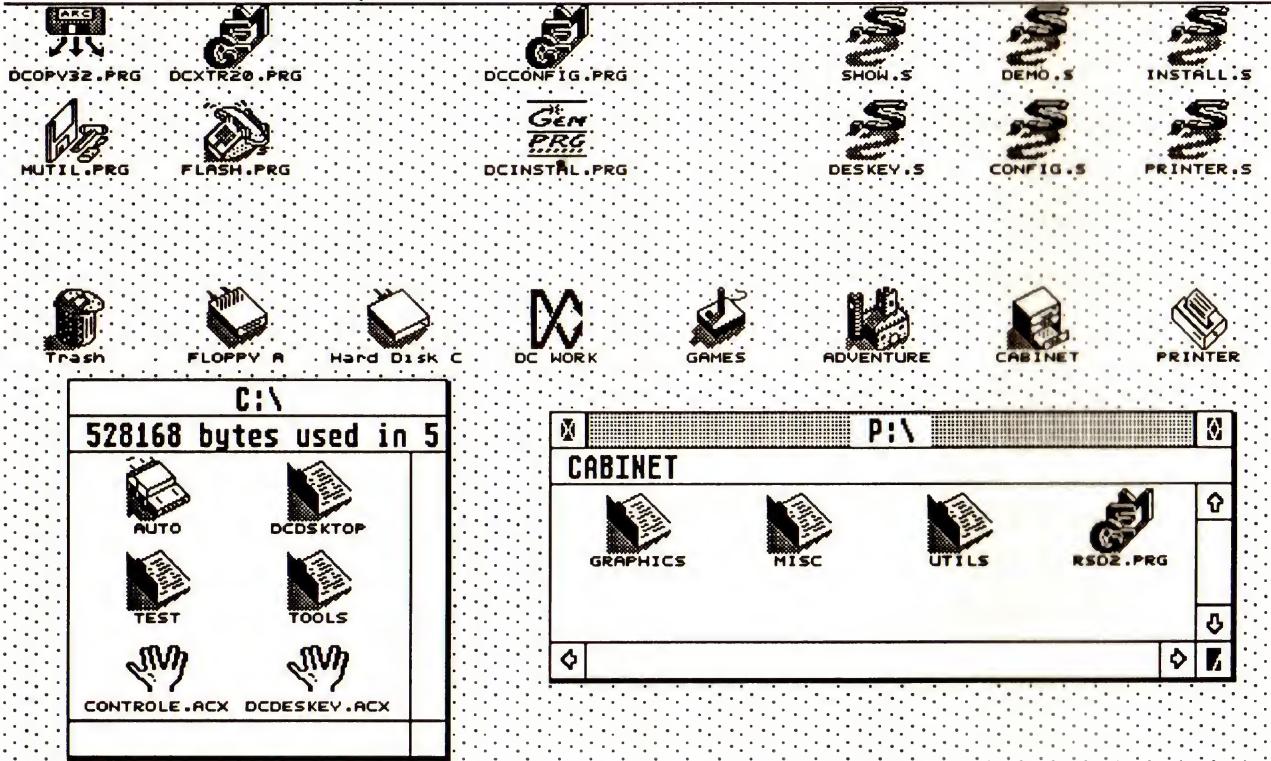
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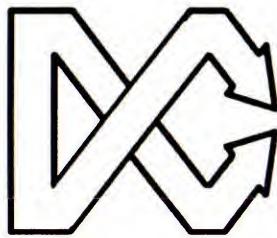
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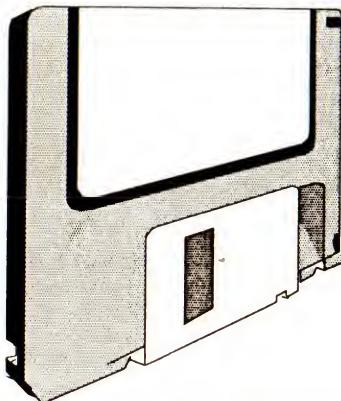
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## AIM Disk of the Month

### September 1990

All files on this disk are self-extracting LZH archives. To use these programs, simply copy the files on this disk to a disk with plenty of free space and double-click the files. The files will automatically unARC themselves into the runnable programs.

**AKS.TOS**—AKS is a German PD import with strategy similar to Chip's Challenge on the Lynx. Your task is to move crates around a warehouse. Sound easy? Think again, and again, and again! MONO only.

**BANDWURM.TOS**—Bandwurm is another excellent game from Germany. A worm is moved around the screen in order to "eat" little black squares. Each time he eats one, he grows larger. Challenging, frustrating, and fun. MONO only.

**DEFSEL.TOS**—The "Definitive File Selector" from the UK. Features include file sorting, file copy/delete and more. Shareware.

**DHANDL30.TOS**—Data Handler 3.0 is a simple to use but powerful database. Everything is done memory resident, so it's fast! A database of recent utility programs posted on GENie is included. Shareware.

**DRAW2.TOS**—GFA 2.0 source and PRG accompanying Ed Smith's article "Screen Drawing Program #2."

**FIREWORK.TOS**—A nice, soothing fireworks display graphic demo. Great for winding down after a long day. Low rez COLOR only.

**ICBD.TOS**—UK demo of "Anarchy," a Defender clone. Excellent graphics and smooth horizontal scrolling on all STs. COLOR only.

**KE23.TOS**—Kepco Edit 2.3, a full-feature text editor. Features include multiple file editing, wildcard search/replace, unlimited UNDO, keyboard macros and more. Shareware.

**KV\_HOUSE.TOS**—About the House, a children's adventure. A curious butterfly enters a house where each room holds a surprise and interesting friends wait outside. Shareware. Low Rez COLOR.

**LP\_DEMO.TOS**—Demo versions of CodeHead's new LookIt! file viewer/editor and PopIt!, a program to allow calling up desk accessories with the touch of a key.

**MONOEMU.TOS**—Mono emulator for color monitors. Works with TOS 1.4.

**PHOTON.TOS**—UK demo of Photon Storm, a game similar to Asteroids. COLOR only.

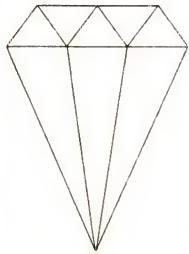
**REDIRECT.TOS**—Robert Arp's demo/tutorials mentioned in his article "Diverting Screen Directed Text."

**SIREN2.TOS**—Police Siren 2, a desk accessory that will "drive you nuts!" Includes a program to set time interval between the car's appearances. MONO only.

**STDCAT43.TOS**—A great GEM-based disk cataloguer. Many sort, search and print options; file and disk comment fields; fast entry of multiple disks and more. A catalog of AIM Jan. '90 to Aug. '90 disks is included.

**THINKPZL.TOS**—In Creature Power, you must use your wits and power over other creatures to accomplish your goal. Can you recruit a creature that can avoid the sharks and retrieve a gem from the ocean floor? Find out in this game. Shareware. COLOR and MONO.

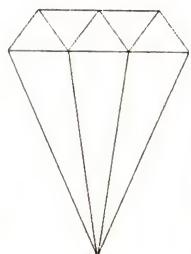
Readers of Atari Interface Magazine can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs, or by sending \$6/DS or \$7/SS disk to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the September 1990 disk when ordering.



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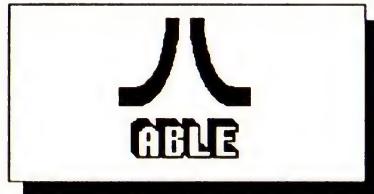
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The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are \$12.



I Didn't Wanna go to a Meeting on 3 July Either

[First, take your ink pen and line through my phone number listed above. Thanks to some harassing and abusive phone calls, we've had to take a new number and make it unlisted. The sheriff's Department is looking into putting a tap on our line if this starts again, and has advised us to not give out this number for awhile. Sorry for any inconvenience this requires. Now on to our regularly scheduled club minutes.]

When the next day is a federal holiday and everyone ELSE is heading out to either visit relatives or to prepare picnics/cook-outs, would ANYONE in their right mind want to run out to a computer users' group meeting from 7 to 9 pm? Me neither, but 3 July was our scheduled date to get the conference room at the library and we'd known since February that our attendance would be small. "Just go and make the best of it," I told myself.

I was right. Only two other members showed up, and I didn't even bother to unpack the good ol' XE to demo anything. However, several NON-members showed up (two joined that moment), so we got to go through the old song and dance about WHY a users' group and What Good We Might Do. (How noble it all sounds!)

That, some sample copies of AIM, and some questions and answers made it short enough so we could all get out of there. But before everyone left, I managed one hughish announcement.

With so few people present, I felt it was safe to announce that I would be avoiding the presidency/emperorship of the group next time, but would serve out my year even though I'm getting too old and tired for this.

The cheers and shouts of joy could be heard for miles.

---Chet

#### Starfleet Meeting Minutes by Thomas Oughton

July 13, 1990 Officers present: Guenther, Roubique, Oughton

The meeting started with new members attending, a total of 9 members were present. The people at Denny's found room for us to continue meeting there. So anyone who wants to attend our meeting, we meet at the Denny's at about 79th Avenue on north Wadsworth in Arvada.

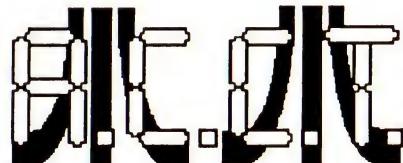
We started with a demonstration of Dropzone. This game was quite challenging as we got killed several times.

Next we attached an MIO from ICD to the club XE-130. The one megabyte memory version that we used was configured as three RAM disks. One could hold 192K, the next would hold 256K, the last would hold 512K of data/programs. The last 64K was used for a printer buffer. This buffer could be changed to 32K or 0K. If it was reduced, the remaining memory can be used in one of the RAM disks. The hardware includes a parallel printer port, that uses the print spooler, a serial port, and a port for connecting a hard disk controller. As the Mio uses the cartridge port on the back of the computer, it also has two sockets for cartridges. This allows a Rtime-8 cartridge to be left in one socket. Any disk drive, including the RAM disks can be switched to be drive 1. This allows the use of any drive to boot the system, or the use of a RAM disk with programs that only access drive 1. Examples include Print Shop, ZORK, AE, and Gauntlet.

The shareware word processor Text Pro was the next item on the agenda. This program is better than most commercial word processors. The documentation, included on disk, is more than 1/2 inch thick when printed. It allows the use of single key macros. The only things missing are a spelling checker, and the ability to do two column documents without backing up the paper. This program is now part of the club's library.

Mike asked if we could change the way that club dues were collected. It takes too much time to send notices to the members when their dues are due. All dues will be due on June 1 each year. During the next year, when a member's dues expire a pro-rated fee will be charged to keep him/her active until next June.

The Meeting broke up at 10:30 after members accessed the library.



Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459



The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are \$18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

President	Don Allis	(716) 293-3415
Executive VP	Albert Yarusso	(716) 244-4487
8-BIT VP	Nick Cup	(716) 266-1648
ST co-VP	Dick Orme	(716) 334-4093
ST co-VP	Robert Costello	(716) 244-4487
Secretary	Chris Freemesser	(716) 328-1703
Treasurer	Vinnie Indovina	(716) 594-9731
Basically Speaking	Jeff Summers	(716) 342-7632
STarter ST Class	Stu Woodard	(716) 352-4937
ACORN Editors	Candi & Bruce Nelson	(716) 334-5513
8-Bit Librarian	Nick Cup	(716) 266-1468
ST Librarian	Joe DePiero	(716) 223-7838
Exchange Newsletters	Helen Kiker	(716) 924-4809

#### August Hi-Lites

ACORN held elections for officers at the June meeting, and the new officers are listed above.

We held a flea market at the July meeting at Sunset Recreation. Although the number of members who attended was small due to vacations and generally good lawn-tending weather, good bargains were to be found.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

#### Atari Federation Meeting July 2, 1990 Secretary's Report by Matt Matias

Phil opened the meeting and thanked the new officers for volunteering to fill the open positions. He also noted that we did not have a computer at the meeting for any demos this month. The idea of the club buying its own 520ST was brought up. This keyed a fairly long discussion, during which, one of our loyal 8-bit users suggested that it would only be fair if the club were to purchase an 8-bit system also. Motions were made and the vote was in favor of purchasing both a 520ST and 8-bit systems. The members also agreed that the systems could only be loaned out for emergency reasons only. To help the club get started with the acquisition of its own systems, two members offered the loan of an 800XL and an 8-bit disk drive.

Phil brought up the suggestion for a pizza night at the clubs expense, all members present voted in favor. Next, Phil finished off with some news from the Atari world: The Glendale Atari show is still on for Sept.; PC Ditto II has had several fixes and seems to be working pretty good now; Neo Desk version 3 has been released; Forcaster 3 has been released and is selling for \$25; And the STe has finally been released in the U.S.

Bob Ribortone gave away a game that he had bought at the World of Atari. And Gus Mayo brought in the last of his software for club members to look over and buy. He had some pretty good deals.

To wrap things up, AIM fell through with getting us their disk of the month, so Phil came to the rescue and put together an excellent disk for July. Thanks Phil. That concluded the formal meeting.

## Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

In the meeting on June 14, a total of 14 members and guests were present. We elected two new officers, Public Relations and Librarian. Scheduling for the mid-year outing was finalized...it will be on Saturday, July 21, at East Lake Park from noon to ??? Admission to the outing will be free for members, \$2.50 for non-members and will include food, drinks, games and a drawing for one of the following for first place prize:

- Atari LYNX
- Atari XEGS with 6 cartridges
- AM/FM/Cassette Stereo system
- Casio MIDI Keyboard

Second place prize is a choice of software, third place is a box of diskettes. The B.A.C.E. logos will be judged, with the prize being dinner for two at a local restauraunt.

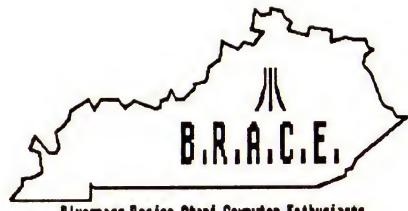
Demonstrations included the STacy 4 (Thanks, Peter!) and a keyboard adapter for the 8 bit that allows you to use a standard IBM keyboard. Also shgown was the FrankenSTEin Memory upgrade by Canoe, a solderless 4 meg upgrade.

The next meetings will be on July 9 and August 13 at 7:00 at the Vestavia Hills Library, downstairs.

## ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, California on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

President	Phil Rominger
Vice President	Bob Ribortone
Secretary	Matt Matias
Treasurer	Herb Kanner
Newsletter Editor	Jerry Sullivan
8-Bit Librarian	Chester Hadley
16-Bit Librarian	Charlene Rominger



Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

## BRAG ST



### Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malarck	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074

Buffalo Region Atari Group for ST's Club News Submitted by Mark Pierro

Our June 21st meeting began on time with an apology to those who were expecting to see and hear Don Missel and his grand MIDI demonstration and show. It seems the MIDI business is booming in Buffalo and Don was right in the middle of moving his equipment to a new storefront in the Century Mall on Sheridan Drive. Don sent his apologies and promised to visit us sometime in the fall.

We were surprised when one of our loyal members, Dane Stegman, brought in his cordless mouse from Practical Solutions for all of us to try. It was quite a sight to see the mouse pointer moving across the screen by Dr. Stringer sitting at the far end of the room!

Mark Pierro then demonstrated two KidPrograms from Dorothy Brumleve. First up was KidPainter, a "creative" graphics design program. Next was Super KidGrid, which offers patterning, shapes, and color fun for ages 3 to 11. Gerry Genson then demonstrated version III of Universal Item Selector, and then booted up the classic ST Star Raiders. During the break, members gave their opinions on the logo's Dick Kersting has been working on for our T-shirts and baseball caps. More on this in later issues. Also we raffled off three programs, and the winners were: Randolph McGhee; Bruce Andrew; and the Stringer family.

In future meetings, we plan to show off Chaos Strikes Back, Space Ace, LDW Power spreadsheet and with a little luck, pcditto II. We would also like to hold a swap meet at our September and October meetings. Have a great summer!



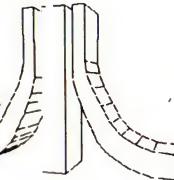
Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are \$14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month from 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.

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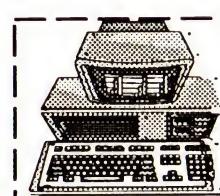
Rehi all. I gotta start planning these things a little better, in my head I mean. I am in sort of a fog as to exactly when this will be published. But it'll sort itself out soon enough I guess. All I gotta do is keep up with the deadline and it'll all fall into place. I'll just launch right into what went down last month at the June meet (since I don't have a recording secretary....yet).

OK....the Gribnif Demo was the main goodie of the meet and it was...awesome. We were told by Rick Flashman that the people attending the Central Connecticut Computer Club (CCCC) meeting that month were among the first in the nation to see what most likely be the finished NeoDesk 3.0 and let me tell you, you ain't seen nuttin' yet. There are SO many changes and new features Rick joked that they might change the name and muttered something about "UltraDesk" (ya heard it here first, heh...).

I will in no way be able to describe that demo and do it justice. I'm gonna hafta get "input" from some of the others and do it up later. But I will tell you this. To all you people waiting for Neo 3.0, if you are a prior registered NeoDesk user, you will receive the opportunity to upgrade BEFORE 3.0 is released to the "street". Yes you, you lucky devils you, will soon receive a letter, hand-delivered by a uniformed government employee notifying you of the upgrade. As of the meeting (June 20th) no set amount was agreed upon for the upgrade. As a matter of fact, the primary holdup now is the documentation but I was assured it would be completed soon, very soon.

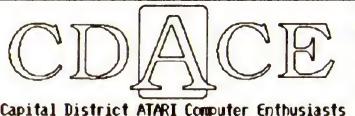
Oh yeah, I should also mention that while the demo was producing a new cadre of Neo users, being alert and of twisted mind yours truly spied Trica Metcalf playing with an Atari LYNX!! Never saw one before and I was impressed with the lil' bugger. Hot Damn, now I know what to buy my sister's kids for Christmas this year. After the demo, guess what? Rick whips out a German-import type STacey! This was not a meeting to have missed.

As for the "surprise guests" for the July meeting, it's a scrub. Due to an illness in the family (of Christy McVie) Fleetwood Mac has postponed till sometime later all concert dates and thus, will not be in the area to give a Midi Demo. Who knows, maybe later. Ya can't say I don't try. Enough for now...see you at the meet July 18th...Later, Rich Scheidel



CDACC  
CENTRAL DELAWARE  
ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Bedow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.



**Who We Are:** Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently \$20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.



Dedicated to Central Oregon Atari Users and Enthusiasts Since 1986

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

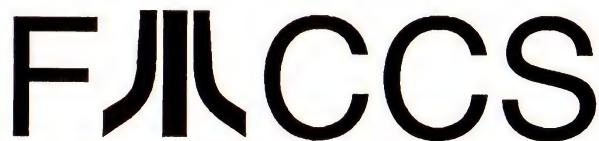
Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.



The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President	
Jimmie Myers	Vice President	
Jim Linder	Secretary/Treasurer	
Tim Brumleve	Librarian	



First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)249-9742
2239 Collingwood SW., Wyoming, MI 49509		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

Presidents Monthly: 17 July 1990

Greetings again, another month has come and gone. With the 4th of July falling on our regular meeting, we postponed until the 11th. attendance was light, but the demos fit right in, as we covered the same topic as you will find in an article in this issue, running programs from ramdisk. Almost everyone who showed up had memory expansions, and the topic was readily received. We also saw a demo, given by Marvin Waide, on a program called SNAP, which will let those with extra memory load two programs at the same time, and switch between them with a single key press. This is going to be one of those fun new programs to tinker with.

As we get nearer to fall when we all have more time for our computers, we all need to watch for friends and neighbors who are not members, and bring them to our meeting. With many of our members moving to ST and IBM type machines, we must get as many 8-bit people as possible to keep the user groups strong. Information and products are still available, but if no one comes to get this service, it will soon become impossible to maintain it for just a few.

Come to the meetings, and bring a friend.  
Tim



President	Carl Neblett	(409)755-6535
Vice President	Bob Lisle	(409)832-5659
Treasurer	Charles (Butch) Foster	
Secretary	Joe Bryant	(409)839-8645
Ass Secretary	Carlton Trimble	
Asst Secretary	Lynn Simon	
Librarian	Ray St.Cyr	
Key Master	Terry Booth	
BBS Number		(409)722-6526

Congratulations to all the officers and thanks to last years group. May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September,) and is pro-rated at \$2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

Since it has been a while since we have submitted an article for AIM I thought a list of the topics of our meetings would give everyone somewhat of an idea of what HACE has been doing. Hopefully it will entice some of you absentees to come to our next meeting. So far this year we have had a lot of fun, given away over a dozen door prizes, and had a blast talking about the Houston Dealers, Atari, and the only Federated store in the USA. (It's in Houston.)

AUG; Back to school Programs.

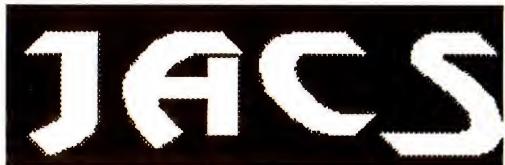
SEP; Word processors.

OCT; Special Text Handling, Nominations for new Officers.

NOV; NO MEETING.

DEC; Annual SWAP MEET and Elections.

In June the club had a salvage sale and with the funds collected HACE updated our club equipment used for the BBS, 8 bit and ST Disk libraries. Til next time. BAK



Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at \$2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are \$25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for \$3 each (member price). JACS ST library now includes the AIM Disk of the Month.



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks, President/ST Librarian (801)731-1516

Richard Clark, Vice President (801)825-5823

Ken Karchner, Secretary/Treasurer (801)776-8015

Lonnie Allen, 8-Bit Librarian (801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings: August 8, September 12, and October 10, 1990.

#### Atari BBSes and User Groups -- Connect and Join In

Being a lonely Atarian is one of the most discouraging positions to be in. You're surrounded by other computer users that try to pressure you to convert to their brand of computer. You expect to be boo-ed and hissed if you have the nerve to speakup and tell all about an alternative that is both easy to use and inexpensive. So you sit quietly using your computers behind closed doors with the lights out. All the while you're not wanting to admit that you made a mistake when you purchased your Atari computer.

How ironic it is. Sure the facts of computing have changed since the release of the Atari ST computer in 1985. The cost of the IBM compatibles has dropped dramatically. Now the Atari ST computer line is not the lowest priced computers available. Least we forget; if you go through the same logic that you did when you first purchased your ST computer you'll come to the same conclusion. Even though the Atari ST/Mega now has price competition, the ease of use between them still puts the ST line as the clear choice. Remember that others just don't have your clear vision. Instead, they prefer to type in all those commands and instructions, and they like to read novels on how to use the latest software, and remembering command abbreviations is a good mental exercise. Still, how can you keep from jumping into their pool disillusionment, you ask? Connect up to an Atari BBS and join an Atari club.

Atari BBSs are one of the best sources of up-to-date information available. Message bases carry subject threads that carry a vast knowledge of personal experiences and information relevant to your subject of interest. Hardware and software products are discussed, argued, supported and discounted with enthusiasm.

Atari Clubs are your other means of mutual support. The monthly meetings and activities are meant to allow you, the user, to get together with other users with common interests for some computer conversation and hands-on. Atari clubs allow first hand experiences with hardware and software that's interesting and entertaining. And you can forget about that pesky salesperson that can't answer your fundamental questions anyway.

Atari user groups have always been the backbone of the Atari computer support. Without the user groups, the Atari computer line would have folded long ago. With Atari users and user groups, Atari can still make the come back we are all longing for.

July 11th Club Meeting Report: At the July meeting a request was brought up to have an "Atari 8-Bit Clinic" in the very near future. The idea is to get together with some Atari 8-bit computers going and ask/answer questions about hardware and software applications or problems. Pizza and drinks will also be shared (with contribution). Contact Lonnie Allen at below listed number for details.

LACE members were requested to print up some small single page flyers to post around town on some bulletin boards to advertise our club. They can be your design with your software but be sure to include meeting times, location and contacts. NOTE: Your membership expiration now appears on the mailing label of the Atari Interface magazine. It is your responsibility to make sure your dues are paid prior to your membership expiration to keep the magazines uninterrupted. Future demonstrations to include: Color Printers on the Atari ST, Atari 8-Bit with MIO Hard Drive, Multisyncs on the ST/Mega Computers, Word Flair for the ST, XF551 with 3.5" floppy

Irwin Brooks

# LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Treasurer	Pat Connnelly	
LBACE BBS		498-8824

Club dues are \$20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.



## The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 to:  
MACE, P.O. Box 2785, Southfield, MI 48037

The June meeting of MACE got under way at 7:55PM. Bob Retelle started things off with the latest news from Atari, including the news that STes are now being shipped (Softhouse Computer recently received a few). Next, president Ed Hanson took the mike and asked for volunteers to demo some new software and hardware at future meetings. This month's meeting focused on Midi devices and software. Chris Gavela from Team Computers brought in a couple of professional keyboards and some assorted Midi programs, and discussed the ins and outs of Midi music.

The meeting officially ended at 10:04PM.



Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are \$7.50 per year for residents of Ohio, and \$10.00 per year for others. A monthly disk subscription is an additional \$3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional \$24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

## Middle Georgia



## Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

The July meeting took place at the regular time at the Warner Robins Library. Turn out was good with some new software and hardware demo's that were of interest. Some discussion was held on the new STe and whether we would ever see one in the Middle Ga. area in that it has been quite some time since we have had a new member. Speaking of new members it has been quite some time since I have seen some of our members, it may be time for me to drop them a line.

Also discussed at the meeting was whether to keep up with Z-Net in the Newsletter. The club decided to drop Z-Net because most members were downloading the ST REPORT and Z-NET files off of Genie. The club has also been quite satisfied with the AIM that they receive each month. I will still be publishing a short monthly newsletter myself for mailing to local businesses and some other organizations that we are dealing with. Currently this list includes SoftLogic, Current Notes, Bob Brodie, Warner Robins Public Library, Rovac Industries (Z-Net), The Atlanta ST users group, The Musician, The Knoxville ST users group and AIM.

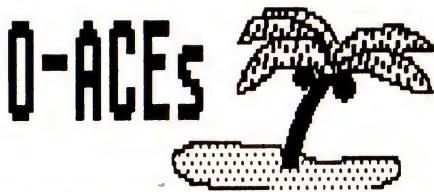
Planning for the show continues to surge ahead. If you are planning to support the group at the show then be sure to let me know. To recap for those that have not been following the preparations the Middle Ga. AUG will be having a show at the mall in Warner Robins Georgia on August 25th. The show will have both IBM and Atari computer users groups present, there will be no vendors just User Group Members. The main theme for MGAUG will be computer awareness and the Atari ST as an alternative to the IBM for computer power and ease. The next meeting will be at 1PM at the Library on Aug. 12. I hope to see you there.



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for \$12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971
The Nashville Exchange		(615) 383-0727
Troll's Cave		(615) 872-0757



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

**FIRST MEETING:** (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. **FOCUS MEETING:** (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition, desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!



President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacLinker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

#### From the President...

It seems like it's been a long time since our last meeting! You're going to have to brace yourselves and "cold-turkey" it for another month; then we'll be back to the old routine again.

I read in AIM recently that there is some debate on whether or not to put out an 8-bit Disk of the Month. (Yes!) I have heard that there are a lot of new PD coming out for the 8-bit. It's been rumored that commercial software that was never released, (due mostly in part to the lack of software demand for the XL/XE) is being distributed freely as Public Domain. The 8-bit people should write to AIM and support this possible endeavor.

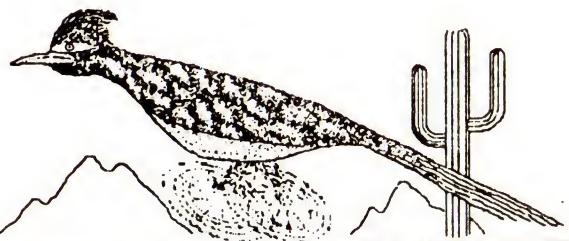
Speaking about AIM, it has really developed into a great Atari resource. The month on the issue is finally catching up with the month it's received. The Disk of the Month has enough variety for even the pickiest of software critics. Member groups are being added monthly. It's interesting reading about what other groups are doing nationally!

Since we haven't had a meeting since May, local news is quite thin. The Guitar Center in Roseville has stopped selling the ST because of price cutting by Mail Order houses. They still sell plenty of software (MIDI) for the ST though. We have purchased another batch of 3.5" DSDD diskettes. Price will now be 2/\$1. See the ST

Librarian if you need to purchase some. No one has yet seen the fabled 520ST's at either Sears or Kmart (and no one probably will!)

I've noticed that SWAG has joined AIM recently. Mike and Donna Calvin, whom I have spoken so frequently about, belong to this group. I've personally visited with them on several occasions in the last few years. Their dedication to music and Atari computers is second to none. Mike is a programmer and runs a BBS catering to music and MIDI. And Donna has amassed a huge collection of MIDI sequences, highly detailed in instrumental arrangements. They also love cats and dogs (about that another time!) Small world, right guys?

Mark your calendars, September 16th is the next meeting! Talk to you next month and keep your floppies warm!



#### PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmore	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

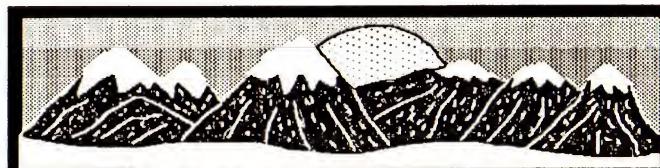
#### Club Minutes for Sat. July 14, 1990 by Jim Keho

The meeting was called to order at 9am. This was the first meeting where the SIG's were started at 9 and the general meeting at about 10. There were only about 18 members and visitors in attendance.

It's gotta be the heat, huh?? Well come on at least it wasn't 120 degrees! So come on down!

SIGs -- Dave Thorson ran a SIG on MIDI w/his system and Roland sound module. Sounded great Dave! If your interested in running a SIG at a meeting just speak up, your needed!!

On with general business... Robert spoke about this upcoming October's meeting. For those that don't know Oct. is usually the annual swap meet. The swap meet is on for Oct. If a guest speaker can't make it to the Oct. meeting otherwise there'll be no swap meet. There should be more news about this soon and we'll let everyone know! I for one hope there'll be a swap meet... We'll see...



#### P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
ST Librarian:	Rick Mount,	596-8631
XE Librarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

### The Prez Sez by Rick Reaser

We are in the middle of our slow summer period. For example we have 77 on the membership roles and only 57 are paid up. Be sure to check your mailing label to if your membership has expired. Dues are only \$15 per year per family. Bring you dues to the next SIG meeting or mail them to the P3ACE P.O. Box.

Remember to check into Steve Leser's LASER BBS which is run by our very own ST VP (591-4620). Both the ST and 8-bit library catalogs is on LASER BBS and you can request whatever files you want by phone now. The GENie 8-bit library catalog is also on-line. If you haven't done so, be sure to check into the on-line games on LASER BBS. I just started Galactic Wars and am hooked on it.

There is no excuse for those who don't have a modems. The Club's Hayes 300 Baud Modem (with cables) is still available on a "loaner basis." Don't be bashful! Call President Rick for details.

Computer Express! seems to be having some business problems and the store is locked up with the 8-bit library inside as I write this. We should have it rescued by the time you read this. The ST library was at Steve's house getting an update when the store was closed down.

Don't forget that we have a large selection of other club newsletters and other technical materials. Be sure to look into this at the next SIG meeting. We are also trying to find a suitable buyer for the Club's Tweety Board.

The topic of June ST SIG meeting was Word Processors. But what really stole the show was Tempus the amazing text editor by Creative Computer Design. Although technically not a Word Processor (Tempus can't use fancy formatting, and underlining because it uses straight ASCII) some of the other features it has more than makes up for this, so much so in fact that ST VP Steven Leser has thrown away his Word Writer to use Tempus exclusively.

The immediate thing that comes to mind when using Tempus is SPEED! With a capital S!!! It comes up quickly, and scrolling through on the scroll bar down even on a hundred page document is nearly instantaneous. It is quite obvious that Tempus was created with speed primarily in mind. Whatever you are writing, as long as it's straight text, Tempus will get it done faster for you than anything else. Also, Tempus can have four documents in memory at once.

Tempus did steal the show, but the rest of the meeting was spent looking at the programs on this month's AIM magazine, and on Steve's disk of the month. Steve Leser's disk of the month is a new idea here at P3ACE. Its highlight is the "top three picks" and the best new PD files in the Atari world fill the disk each month. Each month there are graphic demo's, games, and applications such as the financial manager of Junes DOM. The topic for the August ST SIG has not yet been decided. Give Steve a call if you are curious.

The July 8-bit SIG meeting was held at Rick Reaser's house. Not many showed up since it was the day before the 4th of July, but we had a ball. We actually had one out of town guest who looked up the club so he could attend. He was a die hard 8-bitter from Chicago. We mostly looked at various games. The Disk of the Month was super. It was a collection of fine PD games. We also had a fun time looking at the German club's disk of the month. The topic for the September 8-bit meeting is to be determined. Give Jon Sandgren a call if you are curious. We will be meeting back at the mall.

Hope to see you at the next SIG meeting.



### WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863



The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

### NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

### President's Particulars

If you are reading this before the August meeting, REMEMBER the Great Modem Demo is at Mark Wolf's house Sat. the 18th! If you are reading this at the usual location while waiting for the guys to show, what can I tell ya? Drive on over to Mark's place. If you are reading this after the August meeting- it's too late! We ate all the chips. (Yes, folks, that was a pun.)

After pondering some info in the June/July issue of AIM, I would like to present some questions and food for thought. The \$1.5 million net income for Atari in the first quarter of '90 was less than 2% of the reported \$85.5 million in sales...why? Jack Tramiel holds about 44% of Atari's shares AND is chairman of the board. How will this affect Atari strategy? The board of directors holds a total of 51% of these shares (a majority vote). What does this do to Atari decision-making?

Did you notice the exciting news that 70,000 XEs sold in Poland? Long live the spirit of Solidarity!

Some RACE fliers are being posted in the Spearfish area. Let 'em know we're alive and kickin'! Encourage new membership!

The September meeting will be Sat. the 15th. at the usual Soo San location. See all you RACE drivers there!

Rick Burton



South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098



Meeting Notices July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.



The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9 am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are August 11th, and September 15th, 1990.

President	Bryant LaFreniere	(517)835-2234
ST Librarian	LeRoy Valley	686-6796
Treas/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20, which provides support for both the 8Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew, (or haven't joined us yet!). DO IT NOW!

WELL...

My name is Bryant LaFreniere. I am a member of the Saginaw/Tri-City Atari Group (STAG). I attended the meeting on July 14th wondering what our club was going to do because our president had resigned.

I told my wife that I might volunteer for president for the group so STAG could survive. She said in no uncertain terms that I WILL NOT BE PRESIDENT. She had good reasons to say that. I am currently holding offices in 3 other clubs, which includes president in two of those clubs. Still, I did not want STAG to fall apart because no one would assume the presidency. In this world that we live in, time for activities such as STAG appears to be very limited. BUT, if we want this group to survive, we must MAKE the TIME. I know that is easier said than done but we must try.

MEETING: I attended the meeting not knowing what was going to happen. Only a few members showed up and no one knew what was going to happen to our club. Well, I knew that no one was eager to be president, at the time, so I announced that I would volunteer to be president. IN 2.4 SECONDS, a motion was passed to elect me for president, seconded, and a vote was taken. I was elected president before I fully understood what really happen. WOW!!! I was inexperienced at using a modem to communicate the group notes to AIM but people were willing to help me. I hope that we can get more people interested in attending our meetings and volunteer for demos and bringing in their hardware for the demos. Please volunteer any ideas on possible demos, i.e. any software or hardware that you want to see for a possible purchase or just interested in looking at.

NEXT MEETING: LeRoy Valley will take a journey through our large Public Domain Library to tantalize the audience into buying some goodies on the PD disks.

FINAL NOTE: If you all are wondered what my wife said when I got home from the meeting, I didn't tell her. Unfortunately, a half an hour later, she asked me if I was president of STAG, I nodded humbly and she said "WHAT!!!". I guess these are the unbearable sacrifices a president has to make for his club.

EQUIPMENT VOLUNTEERS FOR August 11th:

LeRoy Valley will be bringing his Mega ST and hard drive and Bryant LaFreniere will be bringing his multisync monitor.

## NEWSLETTER ST Roundtable

STAR (ST Atlanta Roundtable) meets at the Reid H. Cofer Library, 4316 Church St, Tucker, GA at 7:30p.m on the Third Monday of each month. Membership dues are \$15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President	Bruce Hein	(404) 926-0095
Vice Pres.	Les Green	(404) 921-6462
Treasurer	Sidney Ayscue	(404) 320-6560
Librarian	Tommy Mersenger	(404) 938-2718
Newsletter Ed.	Jim Menegos	(404) 473-9885



President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM



The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec/VPres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

The club needs you! There are several items that need to be addressed this month, so I hope that some of you are paying attention. Seriously, we really NEED you for these things, so if you have some free time, please volunteer!

There are a few committees that needed to be formed LONG ago, but we never got around to doing so. So I hereby make a resolution to ask you all to help with these: (One is bound to be just right for you!)

**NEW MEMBERS COMMITTEE:** This committee will be in charge of making new members feel welcome. Ideas include making sure the new member gets a "Welcome Package" with club information such as a "How to use STE-EP" manual, a library listing package, the latest AIM, etc.

**PUBLIC RELATIONS COMMITTEE:** Working with Bill McKinnon and Bill Marquis in spreading word about the club to the various news media around town.

**DEMO COMMITTEE:** Members of this committee will get together and decide who/what/ when/ whatever about each monthly club demonstration. Responsible for setting up and tearing down the demos, as well as arranging speakers, etc. This will probably be the most highly visible committee.

**LIBRARY COMMITTEE:** Work to help the librarian maintain and keep up to date the club library. Help send out orders, and put requested disks online.

**EXECUTIVE COMMITTEE:** This committee will be responsible for the oversight of the ST Club while the club is not in session. Comprised of the heads of the other committees, this group will draft and

adopt a club constitution, and decide about club spending of funds if the need arises before a regular club meeting. ANY other member of the club may also sit on the committee at anytime during his/her membership.

So think about the above areas. I hope all of you will participate. Drop me a line, or call STE-EP and leave a message.

One final item #1: The club will be updating and expanding its library in the next few months. Norm Bates did a great job with the club library, but has expressed the desire to move on. Dave Davis will be taking over the library, and we need about 300 blank disks to copy Norm's collection. I am asking all ST Club members to send us at least 10 blank disks. In exchange for this, we will now offer the pd library FREE of CHARGE to all members. We will have the ENTIRE library, with catalog, at each and every meeting. If we do not get the 300 disks needed, we may be forced to charge a little more for each disk that you get. So, make a short term investment for a large return.

One final item #2: The ST Club now has a new address. Please note the change: ST Club of EL Paso P.O. Box 9654 EL Paso, Texas 79986

That is our new mailing address. Also, please welcome the following new members into our club: Jerry Lovik, Mario Diaz-Mercado, Jason Reader, and Vern Bolton. Also, Doris and Greg Drow renewed for the next year. welcome all!

Until next month, keep calling STE-EP 915-821-9220

Tim



President Gary Klugman 758-4894  
Vice-President Dale Meisenheimer 449-7750  
Secretary/Treasurer Charles White 449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.

#### News From SVACE Gary Klugman

A little while ago I stopped by our local Atari store. Only 50 miles away from home! I was with my 2 boys ages one and two. Needless to say this wasn't going to be a long visit. So I grabbed a couple of things, and while I was there I bought the July issue of ST World. I was skimming through it for the latest Atari news.

Atari announces special Summer sale bundles. I heard that they were going to do that. Seems Atari opened two Federated Stores. Gee, I thought they closed them all down. Guess they still have some merchandise they have to liquidate.

There is an article about EZRAM II. I thought Terrific Corp. went out of business. Guess I was wrong. Another article about ST-Talk Professional. I heard QMI went out of business. Must be one of the original people are marketing the program themselves.

There was an editorial about how Atari is missing the marketing boat in the US. Nothing new there.

There is a contest in the issue, deadline August 10, 1988. 1988! Wait a minute, I've been reading a two-year-old magazine and thinking it was current. Check it out here. Yup, it is a 1988 issue. It doesn't say it on the front cover, but a little investigation proves this is the case. I do pride myself on keeping up on things Atari. The magazine editorial was even talking about selling Ataris in Eastern Europe.

If a person can read two-year-old news and think it was current, then not much has happened. Oh well, SVACE is still happening. See you at meeting the first Tuesday of the month, 7:30p.m.

## Salinas Valley Atari Computer Enthusiasts

The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker	President
Steve Traxler	Vice President
Gary Lentz	Sec/Tres/Librarian
Michael Calvin	Newsletter Editor
The Bear Cavern BBS	(206) 574-1146
Action Annex BBS	(206) 892-8969

  
Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

#### Secretary/Treasurer Report for July, 1990

We had our officer elections today and had a LOT of politicing (spelling?) about the location of our BBS (which was finally decided to be on a sub-board of Mr <Z>'s board at 732-9995. Call there for our BBS and to get into contact with us (if you can't mail it to me or call one of the officers). My ZIP code is 73110, not 72110 as previously reported in the heading. The officers should be listed up there correctly, but I will tell you all next item in case it isn't.

Got my new STe, should have been there to see it. It was great. Played TV Sports Football. I will write a short review of the hardware next time, no time right now.

#### A personal note:

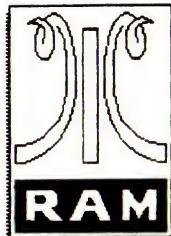
I would like to congratulate Chuck Leazotte on his third try at a wedding and wish him a happy wedding.

## UNYACE Upper NY Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.



Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are \$24 for a full year, pro-rated monthly. Renewals are only \$20 a year. Newsletter membership only is \$15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011.

President/Newsletter Ed.	Tim McCoy
Secretary	Toni Peters
Treasurer	Mike Portanova
Sargeant at Arms	Barry Miller
ST Librarian	Dick Chacklin
8bit Librarian	John Lindquist



Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30 near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.

Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z\*NET. Memberships by mail are welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the-month are demoed as well as new hardware and software.

Since the first Taricon back in 1984, WACO has been represented at most of the northeastern Atari shows from Washington to Toronto as well as having a booth at all Pittsburgh shows.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The July meeting was called to order at 7:30pm and again at 7:45pm (I think Craig rebooted...) by President Craig Harvey. First

topic of discussion centered upon plans for the "first international Atarifest" and a promise from our fearless leader that he would be seeking volunteers/draftees to take on some of the duties and responsibilities of this endeavor. Craig also solicited submissions for a show logo and announced the next show meeting date (7/28; 12:00 noon.) Additional discussion on the subject centered on funding logistics.

8-Bit Librarian Mike Millage demonstrated Miniature Golf by David Plotkin and seemed to be having a great deal of fun showing us how NOT to play the game. Mike announced a new catalog disk will be available at the August meeting, along with copies of Daisy Dot III.

Vice-Pres David Brzezinski will demonstrate the Antic Music Processor at the August meeting, which is good since the feature topic is Music... :)

Craig gave an in-depth demonstration of his Diary/EdHak text editor which has given him more than moderate fame in the ST world. Craig's software now not only edits text, but can also edit disks AND directly edit RAM memory. Craig offered his software at discount prices to his home club, promising to be available at the regular monthly meetings to answer questions and offer support. (Not to mention acting as club president!)

ST Librarian Bill Rayl demonstrated many of the titles on the latest AIM disk which included some games, a DOS-style command line processor and color screen emulator for monochrome systems.

The next meeting will be held on 8/14.



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondence to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

#### Minutes of July 5th Meeting

The regular monthly meeting, held in Room 116 East in Bacon Hall at State University College at Buffalo, was called to order by the president, Mike Husband, at 7:30. There were eight people present. Officers present were: Mike Husband and Marty Schlund. Absent were: Kevin Packard, Don Koepf, Bruce Andrew and John Tally.

Mike opened the program with demonstrations of BobTemr 1.21, Le Break Plus version 2, Program-text Editor version 1.0 from Atari and MyDOS 4.5. He ended with a demonstration of our Disk of the Month, Magic Player Piano (AMS).

Old Business: None brought up. New Business: Marty gave a Treasurer's report, showing a balance of \$954.22 as of the beginning of this meeting and he announced that we gained two new members; Dwight King and John Kasupski. After Disk sales, the meeting was adjourned at 9:05 pm. After the meeting, an informal get together continued both inside and outside the building.

The next board meeting will be held on July 12th at 7:30 pm and the next regular meeting will be here in Bacon Hall on Thursday, August 2.

Nobody asked me but... the Mailman brought my copy of the June/July issue of AIM, the June/July issue of Antic and Waldenbooks brought forth the Spring 1990 issue of Atari Explorer. It appears that AIM had more pages than Antic and Explorer had together. From where I sit, AIM and John Tally are our best recruiters, and, as usual, Atari Corp. is our worst.

# AJM ADVERTISERS

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## Mega Click™

For the Atari Mega 2 and Mega 4\* Computers



BEST ELECTRONICS

*New Product  
Announcement*

Have you ever felt that something is missing from your Mega\* computer? Those who have used other brand computers for work or school agree something is missing! When asked, any touch typist who owns a Mega computer will tell you right away! It's the Click in the keyboard key they miss!

Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a **30 Switch Starter Kit** and a **10 Switch Add-on Kit**. Suggested retail for the 30 Kit is **\$64.95**, and for the 10 Kit is **\$21.95**.

Mega Click Products became available December 26th. Place your order now!

**BEST ELECTRONICS (408) 243-6950**

2021 The Alameda Suite 290, San Jose, CA 95126

\*Atari, Atari Mega 2 + Mega 4 are registered Trademarks of Atari Corp.

# Innovative Concepts



## Classic Atari 8-Bit Products

**Easy Scan II** - 1989 Antic Award Winner! The Graphics Image Scanner that saves files in standard 62-sector format! Supports graphic modes 8,9,10,11 and 15. Make banners, flyers, posters, and more! Requires XL/XE/XECS with 128K RAM, and Epson capable printer. FREE Utilities! **SALE!** - \$79.95 (save \$20!)

**Print Shop Printer Drivers** - Now use that "incompatible" printer with Print Shop and Print Shop Companion! Choose from the following printer drivers; Atari 1020 printer/plotter, Okimate 10, or the newer Epson LQ 500/800 printers. (or other 24-pin compatibles) **SALE!** - \$9.95 each

**Memory Upgrades** - All include RAMs and utilities (we have MANY others!). Call us!

128K - 130XE Compatible types, ALL on **SALE**! For 800XL - \$49.95 / For 65XE - \$39.95  
For the XE Game System - \$39.95

**XF35 Kit** - 720K storage! Easy to install upgrade for XF551 Drives, for using the newer 3.5" disks! Fully compatible with; SpartaDOS, SpartaDOS X, and MyDOS. Also CREAT for HD Backups! **SALE!** - \$24.95  
Save! XF35 Kit, 3.5" drive & cage - \$89.95

**Happy Doubler** - Includes FREE Utility Disk! Programs Happy 1050 to FULLY Emulate the U.S. Doubler, including skew format! Also programs drives D1: - D8:. **SALE** - \$14.95

**Immitator Controller** - For Happy 1050, has 2 switches to control Speed & Write Protect. Also has 2-color LED monitor. **SALE** - \$34.95

**IC1050 Controller** - (For ALL 1050's) Same as above, but no speed switch. **SALE!** - \$24.95

**SIO Switch Box** - Controls 1 computer with 2 drive setups, or share 1 drive setup with 2 computers! **SALE!** - \$44.95

**SIO Port Box** - Has 4 SIO ports for solving the "dead end" problems. **SALE!** - \$34.95

**NOTE** - We have even MORE products! For our latest Catalog (included FREE with orders), just send a S.A.S.E. (business size).

## Atari ST/Mega Products

**NEW! ARCT & ARCT SHELL** (version 1.20) Commercial version with new features! Makes arcing and un-arching "ARC" & "LZH" files, a snap! Includes; Printed Manual, FREE utilities, and more! Introductory Special - \$9.95

**Turbo BLITZ** - The Unique backup/disk copier, that is Lightning Fast, on even commercial software! Uses two drives. Includes Custom Cable and FREE software. **SALE!** - \$29.95

**Xformer Cable** - Now includes FREE software! Run many of your Atari 8-bit software titles on your ST/Mega! And, directly from an 8-bit drive! Also allows 8-bit printer! Only - \$19.95

**ST/Mega RAM Upgrades** - Installed Fast! We use only the BEST upgrade boards! NO future MMU problems! FREE utilities disk!

520ST: 1meg \$125, 2.5 Meg \$325, 4meg \$500  
1040ST: To 2.5meg \$325 / To 4meg \$500  
Mega 2: To 4meg for only \$300!

**NEW! Tick - Tock Clock** - Internal clock for 520/1040, at a LOW price! Includes FREE utilities disk. Installed for only - \$39.95

**BLITTER Upgrade** - For 520STFM/1040STF. (Call for details) Speeds up graphics! Have a "mini-Mega" for only - \$75 (Installed!)

**TOS 1.4** - We use only LECAL ROMs! FREE Utilities Disk! Only - \$125 (2 or 6-chip set)

**Bomb Fix** - Replace weak 74LS373 chips (2), with Superior 74A&373 chips. Fixes Random crashes on Accelerators, TOS 1.4, & MAC/IBM Emulators. Installed for only - \$35

**Note** - ALL of the above internal mods INCLUDE installation and return S&H!  
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